

# JUST CAUSE 2™

## PRIMA OFFICIAL STRATEGY GUIDE

Written by Catherine Browne



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Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in Halo as well as arranging a perfect little village in Animal Crossing. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

We want to hear from you! E-mail comments and feedback to [cbrowne@primagames.com](mailto:cbrowne@primagames.com)



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# HOW TO USE THIS GUIDE

## DESTROY PANAU TO SAVE IT

You have two jobs to do in Panau: create enough chaos to shatter the current government and then survive the power grab that will surely explode in its vacuum. Our guide is essential for agents who not only want to see every sight in the beautiful island nation, but who also want to complete every mission and locate all collectibles, such as vehicle parts.

### Chapter 1: Cast of Characters



As you attempt to solve the situation on the island nation, use the intel on all major players in Panau to decide your loyalties. You will create enough chaos to destabilize the current regime.

### Chapter 2: Field Guide to Panau



Learn the essentials of playing *Just Cause 2*. Everything from how to work up enough chaos to meet goals to details on how to find and accept missions are found in this chapter. Plus, check out tips and tricks for using Rico's full playbook—that grappling hook/parachute combo is both fun and versatile.

### Chapter 3: Weapons



Get the full rundown on all weapons you can use in Panau, including how to find them and which are best for specific situations.

### Chapter 4: Vehicles



There are a lot of wheels in Panau—and no shortage of wings, either. This chapter details all of the vehicles you can use in your adventure.

### Chapter 5: Exploring Panau



Panau may be an island nation, but the series of islands that



make up the country amount to a lot of real estate. Use these maps to see who controls what territory, the location of missions, and tips for destabilizing Panau.

## Chapter 6: Agency Missions



Though you must work for the different factions in Panau to bring down the regime, your first loyalty is to the agency. All agency-directed missions are explained in this chapter, complete with locations and strategies.

## Chapter 7: Stronghold Takeovers



To help the three factions expand their influence, you must take over key government facilities such as military bases and ports. When you assist factions in these nine takeover missions, you unlock more faction missions. Use the strategies in this chapter to effectively conquer the strongholds.

## Chapter 8: Faction Missions



There are dozens of faction missions, including escorting assets

and sniping dangerous thugs. The missions in this chapter are split into the three factions. Each mission entry is complete with strategies, location, and rewards.

## Chapter 9: Challenges



In addition to taking missions for the agency and factions, you can earn cash by participating in a series of racing challenges all over Panau.

## Chapter 10: Collectibles



Each of the factions has an asset spread around Panau that they want you to locate on their behalf. This chapter discloses the locations of all 300 collectibles.

## Chapter 11: Achievements and Trophies



Bragging rights are now a major part of gaming! Use our award charts and strategies to bank all of the achievements and trophies in *Just Cause 2*.



# CAST OF CHARACTERS

## THE PLAYERS OF PANAU

As the situation in Panau reaches a boiling point, numerous players jostle for the power grab coming should the national leadership topple. At the heart of the bubbling drama are three factions and a cast of exciting characters. Use this intel to familiarize yourself with all the relevant factors at play in Panau. Knowing exactly who stands to gain by the failure of the current regime will help you sort out loyalties. Although, Panau is the kind of place where you look out for number one—so you don't step in number two.

### The Factions

There are three factions with Panau positioning to take over should the new regime of Panau fall. Rico must align himself with all three of these factions, helping them destabilize the country so that when Baby Panay, the new leader of Panau, falls, a power vacuum is created. Hopefully, that vacuum will be filled by somebody with a benevolent streak.

#### Reapers

The Reapers are a Panauan revolutionary group believed to have been in contact with many of the Socialist and Communist regimes of Asia over the years. The Reapers organization today is less of a militia and more of a gangster outfit. The Reapers are driven by their anger at the Panay government's historic capacity to squander wealth while leaving the real workers of the island in squalor. Their leader, Bolo Santosi, is determined one day to rule the island, or at least plunder its riches.



#### Roaches

The Roaches, led by Razak Razman, are a criminal organization of the same ilk as the Mafia or the Yakuza. They are a mainly urban outfit that deals in traditional organized crime ventures such as drugs, prostitution, and smuggling. In the last few years, their operations have expanded notably, mostly in and around Panau City.



#### Ular Boys

The Ular Boys stem from the indigenous Ular jungle tribes of Panau and claim to be the rightful rulers of the island. Under the charismatic leadership of Sri Irawan, the disparate tribal

groups have in recent years come together to form one terrifying and volatile, even bloodthirsty, force.

There also have been reports of sectlike brainwashing and the distribution of powerful hallucinogenics among the young Ular. All to build a dangerously tight community of bloodthirsty and blindly loyal gangsters. But the accusations of power abuse and gangsterism thrown at the Ular Boys are always jostled by the cold, distant, and highly educated Irawan. The accusers then usually find themselves mysteriously killed, dismembered with their heads impaled on spikes at the roadside in the true ancient Ular tradition.



### The Actors

As the situation in Panau deteriorates, the personalities at the center of the unstable regime and its possible replacement heat up. At the center of the thrilling developments is agent Rico Rodriguez, an effective asset who is as deadly as he is stylish. But Rico shares the spotlight with such strong characters as Karl Blaine, an aging spy who really needs to dry out, and Bolo Santosi, the passionate leader of the revolutionary Reapers who seems to want to restore ownership of government to the people of Panau but who may have her own agenda.

#### Rico Rodriguez

**Birthdate:** January 25, 1968

**Allegiance:** Agency

Rico Rodriguez is a longtime Agency field operative, renowned for his expertise in high-risk deployments of "regime-change" missions. The Agency first approached Rodriguez during the invasion of Panama in 1986 and has since been in the Agency's employ. Rodriguez made quite a name for himself during the San Esperito debacle a few years back and has proven himself in difficult situations more than once over the years.



He is an expert marksman, demolition technician, pilot, and driver and has done fieldwork that includes paramilitary training and political subversion. Rodriguez is also known for his expertise in the use of the grappling hook/parachute combination, a somewhat flamboyant but extremely effective means of transportation.

The Agency considers Rodriguez to be a "high maintenance" operative, and he has more than a few loose-cannon tendencies. He works best with his old commanding officer Tom Sheldon but has difficulties taking orders from other operatives.



## Tom Sheldon

**Birthdate:** July 4, 1949

**Allegiance:** Agency

Tom Sheldon is a longtime Agency operative who first came into Agency employ in the late sixties. Sheldon was active during the various Agency black ops of the Vietnam War (including ops in Laos and Cambodia).

Sheldon was active in the South American theater during the eighties, and he played an important role in the operations that led to the election of the famed "Papa Panay" of Panau.

A few years back, Sheldon and his protégé, Rico Rodriguez, played a vital role in overthrowing President Salvador Mendoza of San Esperito. Sheldon has since been working the South Pacific theater.

Recently, Sheldon was on assignment in Panau when he was reported missing. Some sources within the Agency claim that he has gone rogue. If this is true, he constitutes a major threat to the Agency that must be dealt with.



## Maria Kane

**Birthdate:** June 15, 1970

**Allegiance:** Agency

Maria Kane has been with the Agency since the mid-nineties. Prior to the Agency approaching her, she had a promising career in the military. She served in the Gulf War in 1991 in a Rangers special unit in which she proved herself in several covert ops behind enemy lines.

After the Gulf War, the Agency approached her several times before she finally accepted their offer. Maria Kane, together with Tom Sheldon and Rico Rodriguez, helped overthrow the regime of President Salvador Mendoza in San Esperito a few years back.

Kane has proven herself to be both a steadfast and loyal Agency operative, but many see her as cold and distant. During the course of Kane's career, it has become obvious that she finds friendship superfluous; her only loyalties are with the Agency. Kane is a born soldier: extremely professional, disciplined, and loyal.



## Karl Blaine

**Birthdate:**  
December 16, 1960

**Allegiance:** Mothers for  
Fruit for Life

An Agency sleeper asset, Karl Blaine has been on the island of Panau longer than most. He is undercover as a field worker for a Swedish agricultural development organization known as Mothers for Fruit for Life.

While posted on Panau, Blaine has only rarely been activated and has taken to gambling and drinking heavily.



## Jade Tan

**Birthdate:**  
October 31, 1981

**Allegiance:** Unknown

Jade Tan of Panau is a trusted agency operative, used to working under deep cover. Using different honey-trap techniques, she has been invaluable in collecting information about the state of affairs on Panau.

Tan remains one of the most loyal and trusted information gatherers in Panau. Due to the nature of her work, her connections to the Agency must be kept strictly confidential.



## Sri Irawan

**Birthdate:**  
April 22, 1974

**Allegiance:** Ular Boys

Sri Irawan is the leader of the notorious Ular Boys, a criminal organization of some power. Irawan's education at Princeton and his fine manners clash somewhat with the brutish methods of the Ular, but the organization has reached new heights under his leadership.

Irawan's agenda is simple enough: power. And many believe he only uses his ethnicity to build false loyalty among the bloodthirsty warriors of the Ular Boys.



## Bolo Santosi

**Birthdate:**  
August 18, 1979

**Allegiance:** Reapers

Bolo Santosi is the leader of the Panauan revolutionary clique known as the Reapers.

Santosi stems from a long family of revolutionaries, and she is obsessed with the Communist history of the Chinese people, even though most would argue that her true ideology revolves around money and power. Bolo Santosi is widely known for her corruption and arbitrary attitude toward the Socialist cause. Her leadership of the Reapers remains undisputed, however, and her passionate talk of revolution draws new recruits each day.



## Razak Razman

**Birthdate:** September 21, 1946

**Allegiance:** Roaches

Razak Razman is the leader of the Roaches. He was a good friend and benefactor of Papa Panay. But there seems to



## THE PLAYERS OF PANAU

The Factions • The Actors

JUST CAUSE 2™ PRIMA OFFICIAL STRATEGY GUIDE

be no love lost between him and the current leader, Baby Panay. The criminal activities of the Roaches are well known, but the right amount of money in the right pockets allows Razman to remain a prominent public figure.

His businesses are rarely lawful ones, but even so, Razman remains one of the most influential businessmen on Panau. Some even say that he might one day rule the island himself.

## Alexander Mirkov

**Birthdate:** July 21, 1964

**Allegiance:** Russian Federation

Mirkov's "diplomatic career" began with the KGB. When the Soviet collapsed, he transformed himself effortlessly into a Moscow Mafia boss, making a fortune selling off military hardware, from suitcase nukes to secondhand warships.

Ice-cold and ruthless, Mirkov's heavy-set features give away his roots in Ukrainian blacksmith stock. Always a loyal friend to his ex-KGB friends, when the offer came for an "interesting" posting as second trade secretary to the Russian Embassy in Panau, Mirkov couldn't resist. He conveniently arrived six months before Papa Panay was blown up.

Mirkov's real task: to assess all antigovernment groups on the island, select the best candidate, then fund and train said group until the candidate of their choice can be placed in the palace. He views Razak Razman as a convenient ally and admires the organized brutality of the Roaches.

## Zhang Sun

**Birthdate:** February 3, 1947

**Allegiance:** People's Republic of China

Zhang Sun is the Chinese representative on Panau. He is an elderly military intelligence chief with an extensive background inside the Chinese military's inner circles.

A thirty-year survivor of the Chinese transition from repressive Communism to repressive Capitalist free-market Communism, Zhang has pretty much seen it all when it comes to violence, torture, and fear tactics.

In his time, Zhang earned himself a reputation for his cold-blooded savagery in several of the northern Chinese provinces. Capable of shrewd strategic thinking, he sees the popular Bolo Santosi of the Reapers as an expendable medium-term leader: As soon as the Chinese-backed revolutionaries take the island, he intends to seek its return to the beneficent rule of the Chinese government back in Beijing.



## General Masaio Washio

**Birthdate:** December 8, 1942

**Allegiance:** Japan

Since childhood, Masaio Washio has lived in the shadow of his great warrior father, Etsuo Washio. Like his father, Washio joined the army at age 15. But so far for him, there have been no battles, no glory. Japan's peacetime army has acted only to save earthquake survivors. But the tune is changing. China will soon be on the march, and the Japanese government is sharp enough to know that if they don't make a stand now, they will be washed away with Taiwan, Hong Kong, Singapore, and the rest before the United States and Russia dare call a halt to the expansion. So Japan's army is being secretly reawakened. Panau is going to be the line in the sand.

But it must appear at first to be a popular rebellion. Which is why Washio has forged an alliance with Sri Irawan and his tribesmen. By promising them independence on the New Panau, the Japanese will use their might to take the reins of government. And once in power, the large indigenous Japanese population can be directed to vote for secession to Japan.

## Baby Panay

**Birthdate:** March 13, 1978

**Allegiance:** Panau

Pandak "Baby" Panay is the current ruler of the nation of Panau. An unremarkable man, he was long ignored by the Agency and other intelligence organizations, as nothing was expected to come of him. However, he is suspected of assassinating his father, Papa Panay, in order to usurp his presidency.

As regent, he does little in the way of leading his country, choosing instead to indulge in various eccentricities and impose his cult of personality upon the citizens of Panau.

## Papa Panay

**Birthdate:** October 2, 1951

**Allegiance:** Panau

The father of Baby Panay and longtime ruler of Panau before his death, Papa Panay was as close to a benevolent dictator as Panau had ever had. More importantly, Papa was in the Agency's pocket and a close "personal" friend of Tom Sheldon.

Several more or less reliable sources report Baby Panay's involvement in the car bomb that killed Papa Panay. Regardless of the truth of the matter, the new ruler of the nation is far, far worse than the old.





# FIELD GUIDE TO PANAU

Welcome to Panau, Agent. Before you are inserted into active duty on the island, it is imperative that you be intimately familiar with the latest combat techniques, the use of your gear, and exactly how to cause the chaos necessary to destabilize the current regime. Without this mastery, you are likely to survive in the field as long as a hot dog survives at a Fourth of July barbecue. So, enjoy the flight into Panau and read up on these essentials before entering Panauan airspace. Because once you set foot on the island, there isn't much the Agency can do to help you. After all, as far the Agency is concerned, you don't even exist. And even if you did, you certainly wouldn't be existing in Panau.

## RICO'S WAY

As Rico Rodriguez, you have access to some great training and tools. The suave, flamboyant agent is capable of amazing feats of acrobatics and deeds of derring-do, from fearlessly jumping between speeding vehicles to hopping out of a helicopter in midflight and not pulling the rip cord on his parachute until the ground is mere meters away.

However, even though Rico is an excellent agent, he is not superhuman. He bleeds just like everybody else. Therefore, to keep him alive, you need to know all of the basics of being an agent in the field, such as how to read your heads-up display (HUD) and the best way to utilize the gear you buy from the Black Market.

## The Essentials

When you first arrive in Panau, you are weaponless, save for the revolutionary grappling hook gauntlet attached to your forearm. You must start collecting gear and weapons immediately. You must also learn how to best use your PDA, which offers constant updates on your position (and condition) in Panau. The HUD and PDA are synced, so you are always on top of the situation.

## Main Game Screen



**1 Target Cursor:** These crosshairs indicate where you are aiming. When the crosshairs include a rectangle, the surface is close enough for your grappling hook to find purchase. When you are aiming at something that can be shot, the cursor turns red. When you are aiming at a friendly, the cursor appears green.

**2 Context-Sensitive Commands:** Occasionally, specific actions in the context of the current situation appear here, such as the ability to stunt-jump onto a speeding vehicle or hijack it.

**3 Weapon:** The currently selected weapon appears here. The stars beneath the weapon icon indicate its current level. The number is the amount of reserve ammo. The circle around the reserve ammo number indicates the number of rounds in the current magazine. See the "Black Market" section of this chapter for more information about upgrading gear.

**4 Explosives:** You may carry two different kinds of explosives into the field. The current selection appears here. The stars beneath the explosive indicate the current upgrade level. The number is the amount of explosives in reserve.

**5 Objective:** If you are in a mission, the current objective appears up here. Use this info to keep on task.

**6 Minimap:** This map details your immediate surroundings and shares icons with your PDA, such as the location of an objective or an identified settlement.

**7 Health:** Your current health is noted here. You can regenerate approximately half of your health when injured, but you must avoid incoming fire for a short period of time to do so. To fully restore health, access a medical kit, which you find all over Panau while on missions or while just exploring. You can upgrade your maximum health by locating five armor parts.

**8 Heat:** When you start stirring up trouble, you draw attention from the Panauan military. This attention translates into heat. The more heat you bring upon yourself for acting against government agents or interests, the more response you draw. If you disappear from the view of soldiers, heat starts to subside.

**9 Signal Strength:** Throughout Panau, you will locate weapon, vehicle, and armor parts that you can use to upgrade gear, vehicles, and maximum health, respectively. The more bars you see in this indicator, the closer you are to a part or a cash stash. When you are especially close to a part or cash stash, the indicator flashes and a small white arrow appears onscreen, pointing to the actual item.

**10 Settlement Info:** There are hundreds of settlements all across Panau, from giant cities to small villages to military bases. When you enter the borders of an estab-



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ishment, its name temporarily appears here. The percentage indicates how much of a settlement you have “completed,” which means how much of it you have taken back from government control. See the “Chaos” section of this chapter for more information about completing settlements and how that fits in with your overall goals on Panau.

## TIP

A common place to find medical kits is on the side of gas stations, which are all over Panau.

## The PDA Screen

Checking in on your PDA reveals a map of Panau, complete with a list of all relevant info, such as current Chaos levels and known locations. Use your PDA to remain abreast of the latest information.



The PDA screen. You can zoom in to see locations in greater detail or zoom out to see which groups in Panau control specific areas of the island.

- 1 Map Cursor:** When you look at the map, you change your current view by moving the map cursor. When you move over an identified settlement, you see pertinent information about the settlement. Moving over an offered mission reveals objective information and rewards for completing it.
- 2 Icon Legend:** The icon legend allows you to customize which icons appear on the map when looking at your PDA.
- 3 Database:** The database keeps tabs on important information, such as known players in Panau, combat actions, and the use of items.
- 4 Chaos Meters:** To shake the government in Panau, you must cause chaos. The overall amount of Chaos is the number above these meters. The meters measure the amount of Chaos you must achieve to unlock new missions (Agency, Stronghold Takeover, and Faction) and to earn new items in the Black Market.
- 5 Resources:** This area of the PDA keeps track of how many weapon, vehicle, and armor parts you have located as well as how much cash you currently possess.
- 6 Coordinates:** These X,Y coordinates are useful for locating everything from upgrade parts to objects that you can destroy to cause chaos. Many lists in this guide use coordinates to help you locate useful items and objects.

## TIP

Setting waypoints on your PDA is extremely useful. When you are back on the game screen, a yellow box shows you the direction and distance from your marked waypoint. This is helpful for finding collectibles and other pick-ups, using our lists of coordinates.

## ICON LEGEND

This is the icon legend for the PDA map:

#	Objective
★	Agency mission
★ ★ ★	Stronghold Takeover
▲ ▲ ▲	Faction mission
⚔	Racing challenge
🏠	Military base
✈	Military airport
⚓	Military harbor
🏡	Civilian village
🏙	Civilian City
📡	Communication outpost
🛢	Offshore oil rig
🔥	Roaches stronghold
👤	Reapers stronghold
👤	Ular Boys stronghold
🏰	Military stronghold

## Combat

Nothing in Panau is just given—you must take it. The currency most recognized (and respected) in Panau is violence. Your primary attack is shooting, although you may use

explosives to neutralize foes. In addition, you can also use the grappling hook as a melee weapon. You are able to carry up to three weapons at a time in Panau: two single-handed weapons





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and one double-handed weapon. You may dual-wield single-handed weapons to increase your firepower, but you are going to burn through ammo much faster while doing this.

*While dual-wielding, you cannot throw explosives.*

## CAUTION

*As a general rule, two-handed weapons are more powerful than single-handed weapons. For a complete list of all weapons and relevant stats, please see the Weapons chapter.*

## NOTE

While shooting, you can use the size of your target cursor to judge your accuracy. The larger the cursor, the wilder your shot. Shooting while running reduces accuracy. As soon as you stand still, your accuracy improves. However, for the greatest accuracy while shooting, switch to Aiming mode. This allows you to really pinpoint your target cursor on your enemies and is critical for scoring headshots, which are one-shot kills on most thugs and brutes.

**Aiming mode decreases your movement speed and field of vision but greatly improves your accuracy.**



Though we cover this in greater detail in the Weapons chapter, you should always consider range when engaging an enemy. Some weapons are better at close range than others, such as the two shotguns. An assault rifle, on the other hand, is effective at medium range. Range dovetails into accuracy, because when you use a weapon properly, your accuracy improves. Expect poor results if you have a shotgun and are attempting to shoot an enemy who is on top of a guard tower while you are halfway across a courtyard. Thanks to the decreased accuracy, you will burn through more ammunition in order to eliminate the target.

Rate of fire is also an important factor to keep in mind while choosing weapons. A weapon with a high rate of fire, like a submachine gun, has decreased accuracy. However, if the submachine gun is used properly at close to medium range, the accuracy is much greater than over great distances. The weapon may go through ammo fast, but because you are close enough to the target to make more shots count, you eliminate the enemy quicker.



## TIP

*Reload often with the Reload button. It takes a second or two to reload a weapon, during which time you are defenseless. Therefore, reload behind cover or after immediately finishing a firefight, and you'll go into the next encounter ready to play.*



There are mounted weapons around Panau that you can slip behind and use, such as miniguns and flak cannons. These weapons have unlimited ammo.



You may detach the mounted guns from their harness and carry them into battle. These miniguns have incredible firepower, but they slow your movement and prevent you from using explosives or your grappling hook.



Using explosives is another great way to eliminate threats. Thanks to an explosive's powerful blast, you can usually kill any enemy caught within the blast radius with a single charge or grenade. However, in the case of fragmentation grenades, you must consider the countdown time between throwing the grenade and it arriving at its target. A grenade usually takes five seconds to blow. This is sometimes more than enough time for an enemy to spot the incoming grenade and run beyond the reach of the blast radius. However, if you hold down the Grenade button for a few seconds before letting go, you can effectively "cook" the grenade. When you throw it, the countdown is much shorter.

*You can overcook a grenade and have it blow up in your face, so don't hold on to it for more than three or four seconds.*

## CAUTION



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You are not the only person on Panau with a weapon, you know. Every soldier in the Panauan military is armed—sometimes to the teeth. Often, the best offensive is a good defense. If you get into trouble, use the Dodge button to evade an incoming attack by rolling away.

## Driving

Panau may be an island, but it's a pretty big island. Traveling strictly on foot will get you from one side to the other, but it will take a long, long time. You are better off driving.



There are dozens of land- and sea-based vehicles to take control of in Panau, from sedans to motorcycles to speedboats. Most automobiles and boats handle similarly, with acceleration and braking controls in the same place.

However, while the controls may be similar, handling most certainly is not. Though vehicles in similar classes may handle the same (e.g., there is not much difference between sedans), the difference between a transport truck and a dirt bike is substantial. Heavier vehicles require more time to reach top speed and require greater distances for stopping. Small vehicles, such as motorcycles, are more nimble than cars and can easily weave through traffic.

### TIP

*If you need to make a quick turn, use the handbrake on an automobile to drift.*

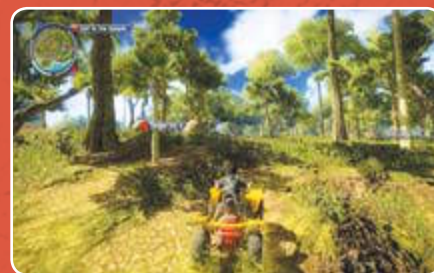


Some vehicles are equipped with weapons, such as mounted guns you can use while driving.

### TIP

*Whenever possible, you should dive in and out of cars and trucks to cut travel time and to zero in on the **Trying Everything Once** achievement/trophy, which requires you drive 104 unique vehicles.*

*Off-roading should be limited to off-road-capable vehicles, such as ATVs and jeeps that are built specifically to handle rough terrain. A regular car will get banged up quickly and even stranded on uneven terrain.*



### CAUTION

## Swimming



In addition to running, you can also swim through the water and under it (which is a great way to escape enemy detection). To swim, simply control Rico the same way you would while on the ground. However, while underwater, you must keep tabs on his current air supply, which appears onscreen. To control depth, move the camera up and down. For example, if you are swimming underwater and need to surface, position the camera so you are looking up and then swim forward.



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## Flying



Driving a car may cut down on travel time, but if you really want to get somewhere on Panau in hurry, you take to the skies. There are multiple airplanes and helicopters for use in Panau. Most airplanes are located at airports and range in size from personal craft to jumbo jets. Helicopters, on the other hand, are more common, and you can locate occupied helipads on both military sites and civilian centers.

## TIP

*Some locations are impossible to reach by car, too, such as mountaintops. Use aircraft to reach great heights in Panau.*

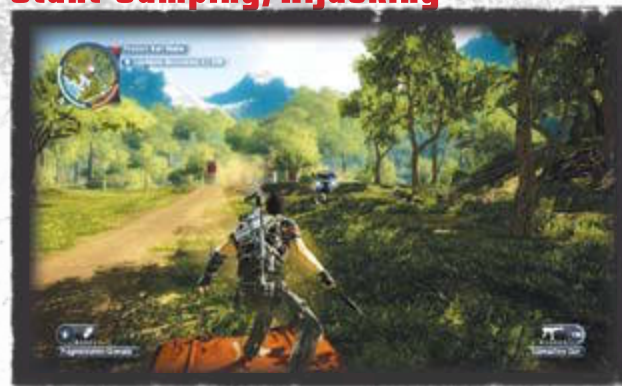


Helicopters are much easier to control than airplanes, because you can easily change altitude and can nimbly pitch and bank using the same controls as if you were running. This increased mobility allows you to get in and out of tight spots. Contrast that to an airplane, which requires a runway to both take off and safely land. Banking in an airplane also requires extra room, since you turn much wider, although there really are few obstacles to avoid in the sky....

*While flying through unfriendly airspace, watch out for surface-to-air missiles (SAMs). To dodge an incoming SAM, quickly change altitude while banking. You can destroy SAM batteries with your vehicle's weapons, or you can blow it up while still on the ground.*

## CAUTION

## Stunt Jumping/Hijacking



While on any vehicle, you may perform a stunt jump. This command moves you out of the driver's seat (which is very dangerous) and on top of the vehicle. From this position, you can shoot, use explosives, and deploy the grappling hook. If you are close enough to another vehicle, you can quickly jump to it. You do not need to aim specifically for the second vehicle; Rico's instincts take over and he makes the jump successfully. From the stunt-jump position, you may enter a vehicle. However, if a hostile occupies the driver's seat, you must do something about that person before you seize control of the vehicle.

To hijack a vehicle, follow the onscreen prompts to beat the driver senseless and eject him. If you miss a prompt, the driver hits back and you take damage. Miss too many prompts and you'll be the one who's ejected.



*When you move into the stunt-jump position in an aircraft, the vehicle immediately starts losing altitude. If you don't jump away from the aircraft, you will perish when it hits the ground.*

## CAUTION



While stunt-jumping, you may also move around the outside of the vehicle. Use this technique to avoid getting shot by enemies (not the current driver who remains behind the wheel) leaning out of open doors. Some enemies manage to use doors as cover, so you must sometimes move around the car to get a clean shot at a target. While hanging off the grille or trunk of a vehicle, you may not use explosives.



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## Grappling Hook

Any secret agent can shoot a gun. Big deal. Only a super agent like Rico can use a personal grappling hook attached to his forearm to get him out of sticky situations in a blink of an eye. That grappling hook is an incredibly versatile tool, too. It can be used for multiple things, such as ripping an enemy out of a tower perch or beating an enemy senseless with the sharp, hard hook.

### General Use



The most common use of the grappling hook is to attach it to a distant surface and pull yourself to it. This works at almost any angle, from pulling you straight up to pulling you across a gap in the ground. However, the grappling hook does not stretch forever. It only goes so far. To judge if you are able to attach to a surface (or a vehicle or an enemy) you are aiming at, look at the target cursor. If the rectangle appears around the crosshairs, you can successfully grapple.

One of the basic uses of the grappling hook is to grapple to a vehicle, which places you in the stunt position, unless you grapple to a motorcycle. Then you immediately eject the driver and slide right behind the handlebars.



### Slingshot

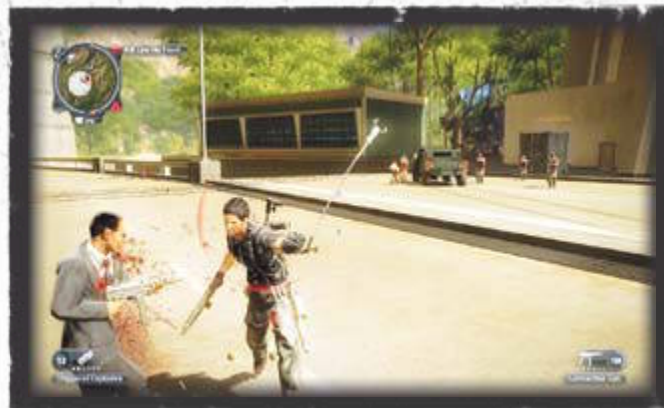


The slingshot is a useful trick that combines the grappling hook and the parachute. To slingshot into the air, grapple toward a surface and then release the parachute.

You release the grappling hook and then drift up into the sky. The slingshot technique is great for crossing distances if you are suddenly without a vehicle or need to get somewhere close by quickly and don't have time to steal a car.

You can tether together slingshot moves to stay airborne for quite some time. Just drift through the air, looking for an object to grapple toward, such as trees or the sides of buildings. The grappling hook acts like a bungee cord, pulling you in and then releasing you with a little "spring action" that gives you extra momentum.

### In Combat



As mentioned in the "Combat" section, you can use the grappling hook as a melee weapon. While close to an enemy, hit the Melee button to swing the grappling hook. Low-level enemies, such as grunts, require just one or two hits, depending on whether you have already softened them up with bullets. Elite enemies can withstand more hits before they go down.

#### TIP

*Melee should never be your primary attack, since it requires you get close to an enemy to land the blow. However, in a dire situation, it can be an effective fight-ender.*



You can also use the grappling hook to pull an enemy off his feet. Now, depending on where the enemy is standing, this has different effects. If you pull an enemy off a tower, they fall to their death. Grappling an enemy on flat ground just sweeps them off their feet; they will scramble back up right away. However, you do stop them from firing for a few seconds as they pull themselves off the ground. You can also use the grappling hook to pull an enemy out of cover, which proves useful early in your adventure and is one of your most reliable maneuvers.



## Dual-Hook

The grappling hook can not only connect you to another object or surface, but you can also use it to hook two things together independently of you. This is called a dual-hook. To dual-hook, fire the grappling hook at a surface, object, or enemy and then hold down the button. While holding the button, drag the target cursor to another object or surface. When you release, the grappling hook binds the two objects together. There are many uses for dual-hooking, such as tethering an enemy to the ceiling. This puts them out of commission, since they just dangle there like a pinata. (In fact, if you beat them with a melee attack while they hang there, you bank a Pinata Kill. If you shoot them as they hang, that counts as a Suspension Kill.)



Dual-hooking is a fun way to bring down statues of Baby Panay spread around the island. Dual-hook the statue to a large vehicle and then drive off, pulling the statue to the ground.

### TIP

Experiment with dual-hooking. The uses are seemingly limitless, such as attaching a pursuing vehicle to a bridge support. When it reaches the end of the hook, the vehicle flips into the air.

### TIP

You can even dual hook two enemies together! Connect two incoming thugs with your grappling hook to watch them smash into each other. If they are far enough apart or weakened by bullets, the slapstick violence may even result in a kill.

## Black Market

After you complete the second mission, "Casino Bust," you unlock access to the Black Market. Run by the enigmatic Sloth Demon, the Black Market is a source for weapons and vehicles. You can also use the Black Market to extract you to a distant location, provided you have already



visited it. To call upon the Black Market, you must place a beacon on the ground in a space large enough for a good-sized chopper to drop from the sky.

The Black Market accepts only cash. Here is the Black Market inventory and price list:

## BLACK MARKET PRICES

Vehicle	Cost
Makoto MZ 260X	\$25,000
Pell Silverbolt 6	\$30,000
MTA Powerrun 77	\$30,000
Rowlinson K22	\$35,000
Shimuzu ATV110	\$25,000
Garret Traver-Z	\$40,000
Poloma Renegade	\$50,000
Hedge Wildchild	\$50,000
GV-104 Razorback	\$100,000
Sivirkin 15 Havoc	\$100,000

*The Black Market chopper will not extract you from a fight. If you have any heat on you, the chopper will only offer weapons and vehicles.*

## CAUTION

*All vehicles, including Black Market vehicles, are detailed in the Vehicles chapter.*

## NOTE

When you initially unlock the Black Market, you can buy only one weapon and one vehicle. However, over time, you unlock more items in the Black Market by raising Chaos. There is a Black Market meter in your PDA that shows how much Chaos you must raise before the next set of items is unlocked in the store. The items are unlocked in this order:

## BLACK MARKET UNLOCKS

Level	Weapon(s)	Vehicle
1	Frag grenade, pistol	Makoto MZ 260X
2	Revolver, sniper rifle	Pell Silverbolt 6
3	Assault rifle	MTA Powerrun 77
4	Triggered explosive	Rowlinson K22
5	Sawed-off shotgun	Shimuzu ATV110
6	Shotgun	Garret Traver-Z
7	SMG	Poloma Renegade
8	Machine gun	Hedge Wildchild
9	Grenade launcher	GV-104 Razorback
10	Rocket launcher	Sivirkin 15 Havoc



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## Upgrades

Within the Black Market, you can upgrade weapons and vehicles to improve their power and effectiveness. To upgrade items in the Black Market, you must locate weapon and vehicle parts in the field. The signal next to your minimap aids you in finding parts. It flashes when you are close to one. Each weapon and vehicle may be upgraded five times. Each upgrade costs more than the previous. Here is the cost structure of the Black Market:

## BLACK MARKET COSTS

Upgrade Level	# of Parts
2	5
3	10
4	15
5	20
6	25



Weapon and vehicle parts are found inside these crates.

*There are 400 armor parts, 862 weapon parts, and 812 vehicle parts.*

**NOTE**

When you upgrade a weapon, you improve its damage, rate of fire, accuracy, magazine size, and overall maximum ammo. Upgrading a vehicle increases its top speed, acceleration, handling, and armor. However, some vehicles receive weapons when upgraded to Level 6, the highest upgrade level. The MTA Powerrun, Rowlinson K22, and Garret Traver-Z all receive machine-gun weapon upgrades at Level 6. The MTA Powerrun also receives rockets at Level 6.

### TIP

*Don't hoard your upgrade parts. Spend them on your favorite weapons and vehicles to make them more powerful. This will make exploring the island easier and a lot more fun.*

## Heat

Naturally, trying to overthrow the government gets the attention of the military in Panau. The measurement of attention you bring down on yourself is called heat. When you are just walking

around, nobody gives you a second look—including enemies. But if you act aggressively toward a soldier or trespass on government-controlled property, such as a military base, you gain heat. The more heat you have on your head, the more reinforcements are called in to deal with you.

## Boiling Point



There are four levels of heat. When you first arrive, you can generate only the first level of heat, which prompts a basic military response of low-level soldiers and perhaps a pursuit vehicle if you are mobile. However, the longer you spend on Panau taking missions and causing Chaos, the more heat you can bring upon yourself. Eventually, you will be such a thorn in Panau's side that you are worthy of four levels of military engagement. Each successive level of heat increases the number of soldiers and support vehicles, increases the level of aggression, and even generates tougher enemies.

## Enemies

There are multiple enemy types in Panau. At first you encounter only grunts, which are low-level soldiers who are not particularly well trained and who wear less armor. However, you will encounter tougher enemies as you dig deeper into the missions. Soon you will face down heavily armored colonels, crafty ninjas, and aggressive elites.

*Colonels are special targets. There are 50 of them in Panau, and you get a cash bounty for eliminating each one. For a full list of colonels, including their locations, please see Chapter 5, Exploring Panau.*

**NOTE**

## Grunt

### Weapons:

Pistol, SMG, sawed-off shotgun, shotgun, revolver

### Armor: Low

### Behavior: Your

standard soldier, grunts tend to travel in packs whenever possible, finding safety in numbers. However, you will encounter some grunts in towers with sniper rifles or rocket launchers.





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## Elite

## Weapons:

Shotgun,  
assault rifle,  
machine gun,  
frag grenade

## Armor:

Medium

## Behavior:

Elites  
are both larger and more aggressive than grunts. Thankfully, they are not nearly as common. Their increased armor allows them to withstand more attacks, although there's no stopping a one-shot-kill headshot.



## Demolition Officer

## Weapons:

SMG,  
triggered  
explosives

## Armor:

Medium

## Behavior:

Demolition  
officers are  
similar to elites in that they can withstand more hits than a grunt. However, this enemy primarily relies on explosives to attack unless you get so close they must switch to an SMG.



*When killed, a demolition officer drops multiple timed charges on the ground. Get back before they blow!*

**CAUTION**

## Ninja

## Weapon: SMG

## Armor: Low

## Behavior:

Ninjas are  
fast-moving  
targets who  
use smoke  
bombs to  
seemingly  
vanish and reappear elsewhere—usually just outside of  
your field of vision. You cannot grapple ninjas.



## Colonel

## Weapons:

Shotgun,  
assault  
rifle,  
machine  
gun, frag  
grenade

## Armor:

High

**Behavior:** Colonels are equipped with armor that protects them from most weapons unless you score a headshot, which does damage but does not induce a one-hit kill like it would on a grunt or an elite. You cannot grapple colonels.



## TIP

*The best way to bring down a colonel is with an explosive or a mounted weapon.*



When you bring down enough heat, or you have attracted heat while you are airborne, you often encounter an enemy attack chopper. Whenever you spot one, make it your top priority, because the mounted weapons on an attack chopper can cut you down within seconds. The best way to handle a chopper is to grapple to it, shoot any guard who hangs out the side, and then smash the pilot's face until he releases the controls and can be thrown to the ground. Now you have your very own chopper to use against your enemies.

## Cooling Down

Heat is  
unavoidable,  
especially  
when you are  
on a mission  
that requires  
you to attack  
an enemy  
installation.  
You just have  
to manage your  
enemies during  
the course of  
the mission.  
However, if time  
is not of the  
essence during  
a mission or





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if you are between missions (causing trouble), you can hide to reduce heat. Just move away from the current engagement and seek solitude on a rooftop or in the forest, watching the Heat meter around your minimap drop until it is empty.

However, while things cool off, you are not in the clear. When the heat starts to subside and enemies give up looking for you, the Heat meter turns orange and a small orange exclamation point appears below the minimap. During this period, if you are spotted, all heat returns—and it returns to the current level.

## Chaos

Though you are collecting cash and parts for completing missions and eliminating high-value targets, the currency you trade in the most is Chaos. Chaos is how you will bring down Baby Panay's government and unlock missions. How do you create chaos? Completing a mission always results in Chaos. But you also generate Chaos by destroying government assets in Panau. There are literally thousands of things to blow up to rattle the government—and it is always fun to make things go boom.

## Asset Liquidation



When Baby Panay seized control of Panau, everything owned by the government suddenly had a target painted on it. Fuel depots, generators, broadcast towers, wind turbines—if the government uses it, it's a target. Anything that explodes can also generate Chaos, such as gas stations along the roads and highways of Panau.

Chapter 5, Exploring Panau, details every destructible object in Panau, from gas pumps to radio masts, and it lists the location for each target so you can work your way to 100-percent completion of the game. However, to get an idea of how many things you can destroy in Panau, here is an overall list of assets that you can blow up to generate chaos:

Object	Number
Baby Panay statue	90
Bio-fuel shaft	15
Black box	100
Broadcast tower	320
Cash stash	450
Colonel	50
Communication station	75
Crane	40
Drug drop	100
Fuel depot	1,020
Gas holder	30

Gas pump	490
Generator	400
Industrial chimney	50
Mobile radar	30
Offshore rig	11
Pipeline	55
Propaganda trailer	100
Radar	75
Radio mast	25
SAM site	185
Satellite dish	30
Silo	90
Skull	100
Transformer	100
Water tower	220
Wind turbine	50

*You are not considered completely done with Just Cause 2 until you have eliminated every government asset and located every upgrade part. The Statistics tab in your PDA tracks all of your Chaos-related destruction.*

**NOTE**


Some objects are worth more Chaos than others and result in a cash payment, such as Baby Panay statues, oil pipelines, and radio masts. There are fewer of these high-value targets than basic destructibles, such as gas pumps and broadcast towers.

**Don't ignore the small fuel drums you encounter on missions. Shooting these so they blow up not only kills nearby enemies, but also pays out a +10 Chaos bounty. That's not very much, but consider how many hundreds of these you will blow up while completing all Agency and Faction missions.**





TIP

You also bank chaos by locating collectibles for each faction. All collectibles are listed in Chapter 10, Collectibles.

## Playing the Percentages

You also generate Chaos by liberating settlements, cities, and bases. Every location in Panau starts out under complete government control. However, as you destroy assets



within the borders of that location, you see the percentage of that settlement or site tick upward. To earn 100 percent and completely free a site (which pays out in cash and Chaos), you must destroy all government-owned assets and pick up all upgrades. So, use your signal to locate part crates in every village.

Use our complete part location table in Chapter 5, Exploring Panau, to score 100 percent in every settlement, base, or city.

NOTE

## Mission Management

There are three types of missions that you must undertake to eventually topple Baby Panay's regime: Agency missions, Stronghold Takeovers, and Faction missions. When you first arrive in Panau, you automatically begin the first Agency mission, which then funnels into the second Agency mission. Following the completion of the second Agency mission, "Casino Bust," you are then able to spread out and begin taking missions from the three factions within Panau that are also seeking to control the island. All three of these mission types are related, as you cannot open up the main Agency missions without generating Chaos through general mayhem and by completing Faction missions.

## Agency Missions

Agency missions are those you undertake on behalf of the Central Intelligence Agency, your employer. There are seven Agency missions that make up the backbone of the story line and lead from your first arrival in Panau to the final battle with Baby Panay. To unlock these missions, you need to generate Chaos. Monitor the Chaos meters in your PDA to see how much trouble you must stir up to unlock the next Agency mission.



## Stronghold Takeovers and Faction Missions

After completing the second Agency mission, you are introduced to the three factions: Reapers, Roaches, and Ular



Boys. The first thing you must do to establish trust with the faction leaders is help them roll a government outpost. These missions are called Stronghold Takeovers, and there are nine total. Once you help a faction seize a stronghold, that becomes a base of operations for the faction. You can then begin taking missions for that faction within the area of influence around the stronghold, which you can view on your PDA map. At first, the amount of real estate a faction controls around a stronghold is small. But as you generate Chaos and complete missions for that faction, that area of influence widens, which in turn unlocks more Faction and Stronghold Takeover missions.

By the time you finish the game, the three factions will control all of Panau.

In addition to running missions for the factions, you can also curry their favor by seeking out their errant collectibles. The Reapers are looking for black boxes. The Roaches are after drug drops. The Ular Boys seek sacred skulls. The locations of all 300 collectibles are detailed in Chapter 10, Collectibles.

NOTE

## Challenges



Running low on cash? Then enlist in a racing challenge. Racing challenges are unlocked around the island as you expand each faction's area of influence. There are 75 total racing challenges that span land, air, and sea. Each challenge pays out \$20,000 if you win the racing event. For a full list of racing challenges, please see Chapter 9, Challenges.



# WEAPONS

## PARTY FAVORS

Rico's primary tool is his grappling hook, which he can also use to grab enemies, string them up, or use as a melee weapon. But he'll need more than the grappling hook to get the job done in Panau. Rico must collect, purchase, and use a series of firearms and explosives against his enemies. These same weapons are also used to ruin government assets, which in turn fosters Chaos.

Study the weapons detailed in this chapter before heading out into the field. The weapon listings here detail critical information about each piece of deadly gear, including the improvements that each upgrade makes when you spend weapon parts in the Black Market.

## Firearms

There are two types of firearms: single-handed and double-handed. You can carry two single-handed weapons into battle and strap one double-handed weapon to your back. The key difference is that you are able to dual-wield single-handed weapons, which greatly increases their effectiveness, although you will burn through ammo at a much faster rate.

*Firearms range in size from a small pistol to an enormous rocket launcher. However, the size of the weapon does affect your speed.*

**NOTE**

As mentioned in the Field Guide to Panau chapter, all weapons may be upgraded in the Black Market, which affects their power, rate of fire, and ammo supplies. As you consider which weapons to upgrade and to carry into battle, consider these factors:

**Magazine size:** Number of bullets per magazine

**Max ammo:** Maximum number of bullets you can carry

**Minimum number of shots:** Minimum number of shots required to kill either a grunt or an elite

**TIP**

*Headshots score instant kills, regardless of the number of shots needed to drop a target.*

## Pistol

**Black Market Price: \$20,000**

The first weapon you find in Panau is the pistol. This is your basic point-and-shoot sidearm. As a single-handed weapon, the pistol may be dual-wielded to double the firing power. Without upgrading, the pistol is not terribly effective unless you score headshots with it on a regular basis. While you shouldn't overlook the pistol when you are in a jam, almost every other weapon is preferable.



Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	12	120	14	6
2	14	140	13	5
3	16	160	11	5
4	18	180	10	4
5	20	200	8	4
6	22	220	7	3

## Revolver

**Black Market Price: \$40,000**

The revolver is similar in shape to the pistol, but it has much more stopping power. The revolver can eliminate an enemy with a single shot, regardless of whether it hits the head or torso. The drawback of the revolver, though, is that its magazine size is so small.



*Even when fully upgraded, the revolver still has fewer rounds in a magazine than the starting-level pistol.*

**CAUTION**

Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	5	50	2	1
2	6	60	2	1
3	7	70	2	1
4	8	80	2	1
5	9	90	2	1
6	10	100	1	1



## Sawed-off Shotgun

**Black Market Price: \$35,000**

The sawed-off shotgun is a deadly instrument at close range, capable of doing enormous damage. Note how it takes a single blast from the sawed-off to kill a basic enemy. This incredible power comes at two prices, though: This weapon has very limited range, and it holds few cartridges in a single load.



Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	3	30	2	1
2	4	40	2	1
3	5	50	2	1
4	6	60	2	1
5	7	70	2	1
6	8	80	1	1

## Submachine Gun

**Black Market Price: \$35,000**

The submachine gun is one of the most useful weapons in the game, thanks in large part to its versatility. At its lowest levels, the SMG may not have tremendous stopping power, but the rate of fire is enough to deliver the increased number of bullets needed for the kill in a short period of time. The trade-off? You'll go through half a magazine just to kill an elite, provided you are close enough to make every shot count.



### TIP

*Upgrading the SMG turns it into a superweapon that not only holds a lot of bullets, but also delivers them at such a fast rate your enemies barely have time to react before they've been gunned down.*

Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	30	300	14	6
2	34	340	13	5
3	38	380	11	5
4	42	420	10	4
5	46	460	8	4
6	50	500	7	3

## Shotgun

**Black Market Price: \$45,000**

The shotgun has greater range than the sawed-off but does just as much damage. And it is more common to find while exploring Panau. So, what's the drawback? The shotgun is slow to fire, slow to reload, and is a two-handed weapon. It is also not effective at long-range skirmishes. Upgrade the shotgun to increase the number of bullets it holds and to increase its accuracy.



### TIP

*While the shotgun is always useful, once you reach Level 4 with it, it is one of the best weapons to use in close-quarters combat.*

Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	10	200	2	1
2	12	240	2	1
3	14	280	2	1
4	16	320	2	1
5	18	360	2	1
6	20	400	1	1

## Grenade Launcher

**Black Market Price: \$75,000**

The grenade launcher is a tricky beast, but one that does outrageous damage once you have its nuances down. For one thing, the grenade launcher fires a shell directly at the target cursor. The shell travels along an arc and will drop to the ground, sometimes closer to you than the actual target. You must compensate by aiming higher.



### TIP

*The grenade launcher is perfect for laying waste to assets like fuel depots and broadcast towers during a mission. A single shell does great damage, so you do not need to stop and linger to finish off a target.*



Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	6	30	1	1
2	8	40	1	1
3	10	50	1	1
4	12	60	1	1
5	14	70	1	1
6	16	80	1	1

## Assault Rifle

**Black Market Price: \$55,000**

The assault rifle is a powerful medium- to long-range weapon that is useful for gutting enemies without having to get too close to them. It is a two-handed weapon, so you may not dual wield with it. The assault rifle is one of the best all-purpose weapons to have on the island. Upgrade it regularly.



### TIP

*Many soldiers use assault rifles, so you are rarely without ammo unless you burn through it with abandon.*

Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	32	320	9	4
2	36	360	8	3
3	40	400	7	3
4	44	440	6	3
5	48	480	5	2
6	52	520	5	2

## Sniper Rifle

**Black Market Price: \$45,000**

The sniper rifle is a lethal tool, capable of delivering a single-shot kill with pinpoint accuracy, even at its lowest levels. If there is no heat on you and you have the freedom to settle into a perch with a great view of an enemy-held location, you can do serious damage before being detected. However, the trade-off with the sniper rifle is that it carries few rounds per magazine, and until it has been significantly upgraded, you cannot hold much reserve ammo.



*The sniper rifle is almost useless at close range. Do not carry it unless you have at least one single-handed weapon with a solid ammo stock.*

### CAUTION

Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	4	20	2	1
2	6	30	2	1
3	8	40	2	1
4	10	50	2	1
5	12	60	2	1
6	14	70	1	1

## Machine Gun

**Black Market Price: \$70,000**

Even at its lowest levels, the machine gun is quite deadly thanks to its stopping power and solid magazine size. However, the machine gun is not a common weapon on Panau, making it easy to run out of ammo while on a mission. Because of this, it is essential to upgrade it on a regular basis.



Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	50	250	5	2
2	60	300	5	2
3	70	350	4	2
4	80	400	4	2
5	90	450	3	2
6	100	500	3	2

## Rocket Launcher

**Black Market Price: \$80,000**

The rocket launcher is death in a cylinder. It is positively deadly against human targets, and it is effective at destroying government assets large and small. Such power, though, comes at a price. The rocket launcher is not commonly found on Panau, so it is easy to run out of ammo, even with an upgraded model. Its reload rate is also long, so between shells, you leave yourself open to counter-attack by a survivor...provided you left any, of course.





Level	Magazine Size	Max Ammo	Min. # of Shots to Kill Elite	Min. # of Shots to Kill Grunt
1	3	6	1	1
2	4	8	1	1
3	5	10	1	1
4	6	12	1	1
5	7	14	1	1
6	8	16	1	1

## Explosives

Explosives are secondary weapons, thrown to produce damage with an area effect. There are two types of explosives: fragmentation grenades and triggered explosives. Even at their lowest levels, these weapons are capable of shattering enemies, but you better be careful. The blast radius of an explosive does not discriminate. If you are too close to an explosive when it goes off, you will take significant damage or possibly be killed.

**Max carried:** Maximum number of explosives you can carry

**Range:** Blast radius of the explosive; enemies within the radius who are killed

## Frag Grenade

**Black Market Price:** \$25,000

Fragmentation grenades are hand-thrown explosives that have a modest blast radius at its lowest levels, although the power of the detonation is still enough to instantly kill anybody caught in it, yourself included. Frags can be bounced off walls for bank shots or rolled along the ground to slip beneath targets.



### TIP

Frgs are useful against assets, especially after you have upgraded them a few times.

Be very, very careful when using frags in close-quarter combat. In fact, avoid doing so unless you are out of ammo for your three other weapons.

### CAUTION

Level	Max Carried	Range (in meters)
1	15	7.5
2	20	8
3	25	8.5
4	30	9
5	35	9.5
6	40	10

## Triggered Explosives

**Black Market Price:** \$30,000

Unlike frag grenades, triggered explosives stick to surfaces. This allows you to plant them as bombs, move away, and then detonate



them from safe distances. To detonate a triggered explosive, you just need to hold down the grenade button. Rico will then lift the detonator and press the button, initiating the explosion. Since these are detonated remotely, you can plant multiple triggered explosives around a site and then set them off later. However, you may not set off planted explosives in a particular order. They all go up when you hit the detonator.

### TIP

Triggered explosives are great for destroying assets at government-held sites like bases and harbors, as well as Baby Panay statues.

Level	Max Carried	Range (in meters)
1	15	7.5
2	20	8
3	25	8.5
4	30	9
5	35	9.5
6	40	10



# VEHICLES

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Panau may be an island nation, but it is hardly a postage stamp. The country is composed of several islands of varying sizes. Some are connected by bridges, while others require airplanes or boats to visit. As you explore Panau and take on missions for the Agency or the factions, you will often rely on vehicles to get you from point A to point B (and typically to point C) as fast as possible. You have the freedom to take any vehicle you want, giving you full access to land, sea, and air in Panau. You can putt along in a little scooter one minute and then roar to the edge of the atmosphere in a fighter jet the next. The only catch is that occasionally you need to forcefully eject the driver of the vehicle. But dealing with a stubborn driver or pilot isn't too much trouble for the world's smoothest superagent. Just apply those fists to the driver's face a few times and then enjoy your new ride.

*Remember, if your vehicle starts to catch fire, bail as soon as possible. You have only a few seconds before it goes up in a fireball. If you are still behind the wheel when it blows, you die instantly no matter how much health you have.*

### CAUTION

We have collected every vehicle available to you in Panau. Each vehicle is pictured, and all relevant stats are included, such as the top speed (useful for racing challenges or escape missions), the rate of acceleration, and the amount of armor. If a vehicle has any weapons on board, we note that as well.

*Black Market vehicles listed in Chapter 2, Field Guide to Panau, are integrated in this chapter. The weapons added via upgrades are detailed in their entries.*

### NOTE

## Cars and Trucks

The primary method of travel in Panau is via car or truck. Thousands of sedans, buggies, pickups, and other four-wheelers race the country's extensive road and highway system. Expect to find higher-end cars in the big cities, while medium-class sedans rule the rural roads. The cars and trucks you order up from the Black Market are among the best of the class, so when you are caught in a jam, use any of these automobiles. Even the most basic civilian sedan has some armor, which will give you at least a few seconds of getaway time.

*When you get out into the sticks, definitely expect to see fewer cars.*

### NOTE

### Boyd Fireflame 544

Top Speed: 70

Acceleration: 60

Armor: 30

Handling: 45



### Chepachet PVD

Top Speed: 68

Acceleration: 52

Armor: 65

Handling: 60



### Chevalier Express HT

Top Speed: 55

Acceleration: 30

Armor: 41

Handling: 51



### Chevalier Liner SB

Top Speed: 50

Acceleration: 39

Armor: 30

Handling: 48



### Chevalier Piazza IX

Top Speed: 40

Acceleration: 35

Armor: 20

Handling: 45



### Chevalier Traveller SC

Top Speed: 52

Acceleration: 40

Armor: 30

Handling: 49





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**Chevalier Traveller SD**

Top Speed: 50

Acceleration: 39

Armor: 30

Handling: 48

**Chevalier Traveller SX**

Top Speed: 50

Acceleration: 39

Armor: 30

Handling: 48

**Civadier 999**

Top Speed: 82

Acceleration: 92

Armor: 31

Handling: 68

**Civadier 999 Cabrioluxe**

Top Speed: 82

Acceleration: 94

Armor: 32

Handling: 68

**Columbi Excelsior**

Top Speed: 50

Acceleration: 45

Armor: 30

Handling: 40

**Dalton N90**

Top Speed: 62

Acceleration: 58

Armor: 58

Handling: 57

**Dinggong 134D**

Top Speed: 30

Acceleration: 20

Armor: 30

Handling: 30

**Dinggong 268D**

Top Speed: 30

Acceleration: 20

Armor: 30

Handling: 30

**Dongtai A-B Century**

Top Speed: 15

Acceleration: 15

Armor: 35

Handling: 15

**Dongtai A-B DecaLux**

Top Speed: 15

Acceleration: 15

Armor: 35

Handling: 15

**Dongtai Agriboss 35**

Top Speed: 15

Acceleration: 15

Armor: 35

Handling: 15

**Dongtai Agriboss 9000**

Top Speed: 15

Acceleration: 15

Armor: 35

Handling: 15





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**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE**Fengding EC14FD2**

Top Speed: 40

Acceleration: 35

Armor: 55

Handling: 40

**Fengding EC2 Lift**

Top Speed: 40

Acceleration: 35

Armor: 55

Handling: 40

**Garret Traver-Z**

Top Speed: 89

Acceleration: 95

Armor: 40

Handling: 76

Weapons: Mounted  
gun (w/ Black Market  
upgrade)**Hamaya Oldman**

Top Speed: 55

Acceleration: 50

Armor: 30

Handling: 55

**Hamaya Oldman Cab**

Top Speed: 55

Acceleration: 50

Armor: 30

Handling: 55

**Hedge Wildchild**

Top Speed: 70

Acceleration: 60

Armor: 65

Handling: 70

Weapons: Mounted gun,  
rockets (w/ Black Market upgrade)**Kenwall Heavy Rescue**

Top Speed: 45

Acceleration: 40

Armor: 45

Handling: 40

**Maddox FVA 45**

Top Speed: 60

Acceleration: 42

Armor: 50

Handling: 60

**Mancini Cavallo 1001**

Top Speed: 85

Acceleration: 90

Armor: 27

Handling: 75

**Marten Storm III**

Top Speed: 60

Acceleration: 50

Armor: 60

Handling: 55

**Marten Storm III-2**

Top Speed: 60

Acceleration: 50

Armor: 60

Handling: 50

**Niseco Coastal D22**

Top Speed: 35

Acceleration: 20

Armor: 30

Handling: 20





## Niseco Tusker D18

Top Speed: 40

Acceleration: 20

Armor: 30

Handling: 35



## Niseco Tusker G216

Top Speed: 30

Acceleration: 20

Armor: 30

Handling: 30



## Niseco Tusker P246

Top Speed: 35

Acceleration: 20

Armor: 30

Handling: 30



## Pocumtuck Nomad

Top Speed: 30

Acceleration: 25

Armor: 30

Handling: 30



## Poloma Renegade

Top Speed: 65

Acceleration: 60

Armor: 31

Handling: 50

Weapons: Rockets, mounted gun (w/ Black Market upgrade)



## Saas PP12 Hogg

Top Speed: 70

Acceleration: 55

Armor: 60

Handling: 63



Karl Blaine's favorite car may not be much to look at, but it's a versatile rig with decent speed.

**NOTE**

## Saas PP30 0x

Top Speed: 50

Acceleration: 35

Armor: 75

Handling: 50



## Sakura Aquila City

Top Speed: 60

Acceleration: 50

Armor: 30

Handling: 55



## Sakura Aquila Forte

Top Speed: 60

Acceleration: 50

Armor: 33

Handling: 55



## Sakura Aquila Metro ST

Top Speed: 73

Acceleration: 65

Armor: 29

Handling: 68



## Sakura Aquila Space

Top Speed: 55

Acceleration: 49

Armor: 32

Handling: 48



## Stinger Dunebug 84

Top Speed: 60

Acceleration: 52

Armor: 30

Handling: 60





## Titus ZJ

Top Speed: 85

Acceleration: 83

Armor: 30

Handling: 70



*The Titus ZJ is greased lightning. It's low on armor, though, but considering the power under the hood, you can practically outrun bullets in this thing.*

**NOTE**

## Titus ZJ Cabriolet

Top Speed: 85

Acceleration: 83

Armor: 30

Handling: 70



## Titus ZJ Soft Top

Top Speed: 85

Acceleration: 85

Armor: 28

Handling: 70



## Tuk-Tuk Laa

Top Speed: 20

Acceleration: 25

Armor: 20

Handling: 35



## Tuk-Tuk Rickshaw

Top Speed: 20

Acceleration: 25

Armor: 20

Handling: 35



## URGA-9380

Top Speed: 40

Acceleration: 30

Armor: 65

Handling: 40



## Vanderbildt Leisure Liner

Top Speed: 30

Acceleration: 20

Armor: 30

Handling: 30



## Vaultier Patrolman

Top Speed: 60

Acceleration: 55

Armor: 36

Handling: 50



## Military Vehicles

Baby Panau's forces can use any vehicle in Panau, but they primarily stick to these trucks, jeeps, and tanks when not using attack choppers. The trucks and tanks are heavily armored, making them tough to knock out with explosives or a rocket launcher. Jeeps, on the other hand, trade armor for speed and versatility. Almost all military vehicles, though, can transport multiple soldiers, so when encountering one, don't stop shooting until you are absolutely sure nobody else is going to pour out of a hatch.

## GV-104 Razorback

Top Speed: 20

Acceleration: 20

Armor: 90

Handling: 20

Weapons: Auto-cannon,  
mounted guns (w/ Black Market upgrade)



### TIP

*The Razorback rattles into battle like a deadly armadillo. Encased in significant armor, you can dish out incredible damage while absorbing a fair amount of it before you must abandon ship. The big drawback? Steering. The Razorback is not necessarily adept at getting through tight spaces.*

## MV Quartermaster

Top Speed: 66

Acceleration: 45

Armor: 65

Handling: 65





## MV V880

Top Speed: 66

Acceleration: 45

Armor: 65

Handling: 65



## SV-1003 Raider

Top Speed: 18

Acceleration: 21

Armor: 83

Handling: 17

Weapons: Mounted gun



## SV-1007 Stonewall

Top Speed: 16

Acceleration: 19

Armor: 81

Handling: 14

Weapons: Auto-cannon



## Wilforce Range X

Top Speed: 65

Acceleration: 70

Armor: 50

Handling: 70



## Wilforce Trek II

Top Speed: 65

Acceleration: 70

Armor: 50

Handling: 70



## Wilforce Trekstar

Top Speed: 65

Acceleration: 70

Armor: 50

Handling: 70

Weapons: Mounted gun



## Motorcycles and ATVs

Motorcycles are speedy vehicles perfect for slipping through heavy-traffic situations. If you are in pursuit, the motorcycle can thread tight spots and keep you on target. And if you are trying to escape, the motorcycle's narrow width is critical for slipping around parked cars and trucks.

### TIP

*If you are going full speed on a motorcycle, you earn Stunt Points for steering a hairsbreadth next to incoming cars and trucks.*

Few vehicles are better than ATVs for off-roading. Trying to steer a car or a truck through the trees is tricky. You can get tripped up on hard-to-see rocks and roots or can wedge the vehicle in a ditch, unable to get it out. ATVs, though, were built for rough, uneven terrain. If you need to escape the heat, stealing into the trees on an ATV is great way to put some distance between you and pursuing soldiers.

## Hamaya 1300 Elite Cruiser

Top Speed: 65

Acceleration: 75

Armor: 35

Handling: 55



## Hamaya Cougar 600

Top Speed: 70

Acceleration: 80

Armor: 30

Handling: 60



## Hamaya GSY650

Top Speed: 60

Acceleration: 55

Armor: 45

Handling: 55



## Hamaya Y250S

Top Speed: 55

Acceleration: 50

Armor: 35

Handling: 60





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**Makoto MZ 250**

Top Speed: 55

Acceleration: 55

Armor: 35

Handling: 55

**Makoto MZ 260X**

Top Speed: 60

Acceleration: 60

Armor: 40

Handling: 60

**Mosca 125 Performance**

Top Speed: 20

Acceleration: 35

Armor: 25

Handling: 45

**Mosca 2000**

Top Speed: 20

Acceleration: 30

Armor: 20

Handling: 45

**Schulz Virginia**

Top Speed: 20

Acceleration: 25

Armor: 15

Handling: 45

**Shimuzu ATV55T**

Top Speed: 35

Acceleration: 32

Armor: 27

Handling: 30

**Shimuzu Freerunner**

Top Speed: 45

Acceleration: 40

Armor: 30

Handling: 35

**Shimuzu PI Service**

Top Speed: 45

Acceleration: 40

Armor: 30

Handling: 35

**Shimuzu Tracline**

Top Speed: 45

Acceleration: 40

Armor: 30

Handling: 35

**Boats**

Panau is an island nation, surrounded by water and sliced into regions by rivers and lakes. Skimming across the waves in a boat is a fun way to explore Panau and see the sights. Some of the boats roll through the seas at a leisurely pace, but they are still faster than swimming to shore. (If you are shot out of the sky over the ocean, look for a boat to grapple to and steer it to solid ground.) Few boats are equipped with weapons, but those that are work well for circling around government-controlled harbors and taking out assets like cranes.

**Frisco Catshark S-38**

Top Speed: 75

Acceleration: 60

Armor: 45

Handling: 65

**Kuang Adventure**

Top Speed: 10

Acceleration: 13

Armor: 75

Handling: 10





**Kuang Homestead**

Top Speed: 30

Acceleration: 33

Armor: 35

Handling: 25

**Kuang Sunrise**

Top Speed: 12

Acceleration: 11

Armor: 75

Handling: 10

**Kuang Sunset**

Top Speed: 10

Acceleration: 14

Armor: 75

Handling: 10

**MTA Powerrun 77**

Top Speed: 85

Acceleration: 80

Armor: 25

Handling: 75

Weapons: Rockets (w/  
Black Market upgrade)**Orca Bon Ton 71FT**

Top Speed: 40

Acceleration: 35

Armor: 35

Handling: 30

**Orca Grandois 21TT**

Top Speed: 20

Acceleration: 30

Armor: 35

Handling: 20

**Orca Living 42T**

Top Speed: 30

Acceleration: 33

Armor: 35

Handling: 25

**Pattani Gluay Touring**

Top Speed: 25

Acceleration: 17

Armor: 30

Handling: 30

**SnakeHead T20**

Top Speed: 80

Acceleration: 65

Armor: 30

Handling: 60

**Trat Tang-mo**

Top Speed: 10

Acceleration: 12

Armor: 75

Handling: 10

**Winstons Amen 69**

Top Speed: 35

Acceleration: 10

Armor: 75

Handling: 45

**YP-107 Phoenix**

Top Speed: 70

Acceleration: 70

Armor: 55

Handling: 60





## Zhejiang 6903

Top Speed: 15

Acceleration: 12

Armor: 80

Handling: 15



*The H-62 Quapaw is a heavily armored chopper that is great for covering dangerous skies, but it has no weapons to defend itself with.*

**NOTE**

## Helicopters

Helicopters are the most versatile vehicles in Panau. They allow you to quickly take to the air and cover great distances in relatively little time (although they are not as fast as airplanes), and they have easy maneuverability. Changing altitude is effortless, which gives you a fair chance at avoiding incoming missiles. Plus, helicopters do not require landing strips. As long as the ground beneath the chopper is relatively flat, you can land on it.

A handful of choppers are equipped with weapons, making them devastating against government installations. Circling a base from the air and unloading gunfire and rockets into assets like fuel depots and radio masts is the easiest way to generate Chaos.

### TIP

*An attack chopper like the AH-33 Topachula is a perfect tool for taking out the 50 colonels spread across Panau. Colonels are special assassination targets worth big cash and Chaos, and therefore are heavily defended. Rockets or minigun fire from an attack chopper cuts through a colonel's minions and increased armor.*

## AH-33 Topachula

Top Speed: 55

Acceleration: 55

Armor: 65

Handling: 60

Weapons: Mounted guns, rockets



## H-62 Quapaw

Top Speed: 35

Acceleration: 35

Armor: 75

Handling: 35



## Mullen Skeeter Eagle

Top Speed: 35

Acceleration: 45

Armor: 35

Handling: 40



## Mullen Skeeter Hawk

Top Speed: 40

Acceleration: 45

Armor: 30

Handling: 45



## Rowlinson K22

Top Speed:

Acceleration: 65

Armor: 60

Handling: 20

Weapons: 70 Mounted guns (w/ Black Market upgrade)



## Sivirkin 15 Havoc

Top Speed: 60

Acceleration: 55

Armor: 70

Handling: 60

Weapons: Mounted guns, rockets (w/ Black Market upgrade)



### TIP

*The Sivirkin is one of the best attack choppers in this category. Once upgraded with rockets, you can tear apart facilities with near impunity...as long as you take out any nearby SAM sites.*



## UH-10 Chippewa

Top Speed: 50

Acceleration: 50

Armor: 60

Handling: 55

Weapons: Mounted guns



## Airplanes

When you must tame the sheer size of Panau, nothing beats taking to the skies in an airplane. Usually you obtain an airplane at one of Panau's airports. Civilian craft like the Cassius are found at smaller, nonmilitary airports, while weaponized jet fighters such as Si-47 Leopard are found at military installations. Most airplanes require an airstrip to take off and land, but if you are in a pinch, a straight stretch of highway will do the trick.

### Aeroliner 474

Top Speed: 55

Acceleration: 55

Armor: 70

Handling: 50



### Bering I-86DP

Top Speed: 60

Acceleration: 45

Armor: 85

Handling: 45



### Cassius 192

Top Speed: 55

Acceleration: 30

Armor: 30

Handling: 65



### G9 Eclipse

Top Speed: 75

Acceleration: 70

Armor: 65

Handling: 65

Weapons: Rockets



## Peek Airhawk 225

Top Speed: 65

Acceleration: 60

Armor: 25

Handling: 80



## Pell Silverbolt 6

Top Speed: 95

Acceleration: 80

Armor: 30

Handling: 90



*The Pell Silverbolt is one of the fastest planes in Panau. It requires little room to take off, but if you clip a tree or building as it roars into the air, the results are disastrous.*

**NOTE**

## Si-47 Leopard

Top Speed: 70

Acceleration: 75

Armor: 60

Handling: 70

Weapons: Mounted guns, rockets





# EXPLORING PANAU

## PARADISE LOST

Now that you are familiar with the tools of the trade, it's time to learn exactly what you need to do around Panau to undermine Baby Panay's government: create chaos. You spend a great deal of your time on Panau in missions for the Agency or for each faction, but you can spend so much more just exploring the island nation and taking in the breathtaking sights. Panau is truly a paradise. But to save this paradise, you must do some serious damage to it.

### Settlements



There are 360 settlements in Panau, ranging from small civilian villages to the massive Panau City. When you first arrive in Panau, none of the settlements are registered on your PDA. You must discover them for yourself. The only way to log a settlement on your PDA is to visit. And that doesn't mean fly over it in a jet at 25,000 feet. You must enter the physical borders of the settlement so its name pops up under your minimap; then it will be registered in your PDA.

There are multiple reasons to log settlements on your PDA map. Establishing the location of a settlement means you can travel to it via Black Market extraction; you can then start working on achieving 100-percent completion of that settlement by destroying assets and picking up parts or cash stashes within its borders.

*The location of all parts, cash stashes, and destructible objects are detailed in the tables of this chapter.*

*Use this table of settlements to guide you in your exploration of Panau:*

**Name:** This is the name of the settlement.

**Type:** This describes the nature of the settlement, from village to military bases. Use type to determine what types of vehicles you may find. For example, you are likely to find airplanes and helicopters at an airport, boats at a harbor, and strong military presences on bases.

**PDA Coordinates:** These are the x, y coordinates on your PDA. Set checkpoints at these coordinates to locate the settlement.

**NOTE**

## SETTLEMENTS

Name	Type	PDA Coordinates (X, Y)
Kepulauan Senjakala Alpha	Communication outpost	14987, 26844
Negeri Gunung Berawn	Military base	24210, 24850
Pekan Belalang	Civilian village	14608, 28455
Kampung Tiga Kelapa	Civilian village	9908, 7021
Kampung Jelantur	Civilian village	10079, 10232
Bandar Kayu Buaya	Civilian village	17820, 17336
Tanah Raya Timur Beta	Communication outpost	28018, 14259
Gunung Lapik	Military airport	20285, 22573
Lengkok Sungai Gambler's Den	Civilian village	8646, 23133
Koji Kuasa Panau Utara	Civilian village	21896, 6464
Pelantar Minyak Gerudi Besar	Offshore Rig	797, 22490
Kastelo Singa Military Base	Military base	21112, 9529
Bandar Baru Indah	Civilian village	13829, 29499
Port Rodrigo	Civilian village	15398, 22457
Negeri Selatan	Civilian village	24178, 20165
Tanah Raya Timur Epsilon	Communication outpost	30690, 17390
Pulau Tiga Gunung	Military base	14522, 26354
Kampung Sawah Pantai	Civilian village	21695, 21892
Tanah Raya Timur Eta	Communication outpost	22385, 18780
Kampung Langit Berasap	Civilian village	26770, 6694
Banjaran Berawan Besar Iota	Communication outpost	17927, 9438
Tanah Raya Timur Kappa	Communication outpost	28430, 16532
Bandar Lubuk Paya	Civilian village	12634, 25978
Pekan Lengkok	Civilian village	24708, 20586
Pekan Keris Perak	Military base	10369, 22764
Pekan Pondok Getah	Civilian village	17464, 17498
Kuala Rajang	Civilian village	14751, 25692



Name	Type	PDA Coordinates (X, Y)
Teluk Panau Tengah Beta	Communication outpost	11824, 20800
Pekan Ular Sawa	Military base	3899, 20160
Kem Serigala Kelabu	Military base	19145, 15716
Paya Keras	Civilian village	18532, 7046
Pekan Badak Bermandi	Civilian village	18207, 21543
Bandar Tokong Kecil	Civilian village	25603, 5467
Pekan Pakis	Civilian village	29149, 14577
Tanah Raya Timur Gamma	Communication outpost	27022, 19701
Rumah Hartawan	Civilian village	16522, 3314
Seabreeze Sawmill	Civilian village	15366, 25865
Kampung Orkid Riak	Civilian village	17683, 25328
Kampung Rencong Berkarat	Military base	20570, 13437
Kem General Yahya	Military base	28411, 31323
Teluk Panau Tengah Delta	Communication outpost	13168, 23920
Kem Udara Wau Pantas	Military airport	22163, 23265
Pekan Batu Karang	Civilian village	2281, 31478
Kota Kuala Delima	Civilian village	27674, 13571
Pekan Kemilau	Civilian village	27662, 8124
Kampung Tanah Besar	Civilian village	28366, 8573
Tanah Luas	Military base	8926, 7887
Kampung Sekam Padi	Civilian village	24319, 26012
Loji Kuasa Pantai Tokong	Civilian village	18518, 20186
Kem Jalan Kilang Lama	Military base	19298, 14277
Kampung Kilang Papan	Civilian village	5213, 31666
Sungai Jernih	Military airport	12286, 25201
Bandar Baru Cina	Civilian village	17262, 18190
Kepulauan Selatan Gamma	Communication outpost	20218, 25797
Kuala Cherah	Civilian village	23947, 28103
Kampung Tasik Lembah	Civilian village	2500, 31192
Kampung Kolam Gelap	Civilian village	13238, 31213
Gunung Jarandua	Civilian village	28184, 9557
Kampung Datuk Tua	Civilian village	23595, 26235
Kem Jalan Padang Luas	Military base	25465, 31294
Bandar Besar	Civilian village	15964, 11878
Bandar Selekeh	Civilian village	9170, 11413
Kampung Dataran Nipah	Civilian village	6493, 19897
Pekan Jambatan Batu	Civilian village	3593, 24704
Kepulauan Selatan Eta	Communication outpost	25943, 28892
Kampung Lembah Danau	Civilian village	24515, 30449
Gurun Lautan Lama Gamma	Communication outpost	4545, 25160
Kampung Kosa Besar	Civilian village	26156, 20072
Kampung Kerang Hitam	Civilian village	12300, 9264
Panau International Airport	Military airport	9748, 12798
Kampung Sawah Basah	Civilian village	4340, 31397
Facility Gunung Timur	Military base	30585, 28826
Port Kepulauan Pelaut	Military harbor	26139, 4786
Tanjung Putih	Civilian village	2903, 21057
Kepulauan Senjakala Beta	Communication outpost	2422, 28540
Kem Pekan Selamat	Military base	7105, 26022
Sungai Cerah	Civilian village	10909, 28569
Pekan Hutan Buluh	Civilian village	27506, 6529
Bandar Kayu Manis	Civilian village	22922, 13772
Pelantar Gas Panau Utara	Offshore rig	11593, 1026
Bandar Pertama	Civilian village	16598, 16492

Name	Type	PDA Coordinates (X, Y)
Bandar Jernih	Civilian village	21752, 29722
Kem Gunung Dataran Tinggi	Military base	15331, 9373
Kepulauan Selatan Kappa	Communication outpost	23639, 28960
Kem Komodor Da Silva	Military harbor	8554, 9310
Negeri Tenggara	Military base	25597, 20439
Kampung Tokong Tua	Civilian village	10467, 6034
Kampung Ketam Laut	Civilian village	8509, 14037
Sungai Geneng	Military base	14146, 27781
Panau City, Docks District	Harbor	1068, 13565
Kampung Nelayan, Nelayan	Civilian village	17342, 4196
Sungai Madu Leleh	Civilian village	6543, 21370
Pulau Naga	Civilian village	15794, 27920
Kampung Sawah Luas	Civilian village	19293, 22056
Kem Rajang Floodgates	Military base	8421, 21070
Kampung Curah Dalam	Military base	13703, 7826
Pekan Buaya Tidur	Civilian village	14556, 11558
Sungai Curah	Military base	11494, 24067
Tanjung Rumah Api	Civilian village	13653, 21006
Pulau Delima	Civilian village	19847, 27335
Kampung Cicak Hitam	Civilian village	4447, 30319
Tasik Permata	Civilian village	4689, 22073
Kampung Monyet Lena	Civilian village	21187, 21991
Tanah Raya Timur Theta	Communication outpost	21152, 19509
Bandar Bukit Rata	Civilian village	24105, 10909
Bukit Matahari	Civilian village	12992, 7268
Kampung Anjing Gila	Civilian village	10566, 17076
Negeri Cabang	Military base	20745, 20676
Three Kings Hotel	Civilian village	3709, 31482
Kampung Tokong Purba	Civilian village	7014, 23892
Kampung Desa Lena	Civilian village	4691, 30798
Bukit Tinggi	Military base	20024, 10908
Kem Jurang Gurun	Military base	10933, 21231
Bandar Gereja Gurun	Civilian village	6065, 26016
Bandar Sungai Rajang	Civilian village	8626, 20564
Paya Luas	Military airport	28412, 5704
Kampung Sri Puteri	Civilian village	11217, 9062
Wajah Ramah Fortress	Military base	30187, 30387
Gunung Rata	Military base	17244, 28110
Kem Harimau Putih	Military base	27596, 17232
Pulau Dayang Terlana	Military airport	4472, 21183
Sungai Remaja	Military base	9774, 21621
Pekan Jati Besar	Civilian village	18122, 15877
Pekan Desa	Civilian village	10983, 7705
Pekan Buah Melambak	Civilian village	17429, 14762
Kepulauan Selatan Beta	Communication outpost	21790, 29328
Kampung Penggali	Civilian village	21829, 11028
Hutan Dalam	Military base	23072, 27038
Tasik Cerah	Civilian village	11527, 19574
Kepulauan Selatan Lambda	Communication outpost	15722, 24355
Kampung Danau Lengkong	Civilian village	10429, 26149
Kampung Perigi Lumpur	Civilian village	6008, 26990
Kampung Tiang Emas	Civilian village	17589, 15951
Kampung Batang Reput	Civilian village	17241, 16884



Name	Type	PDA Coordinates (X, Y)
Pekan Teluk Tengah	Civilian village	17070, 13788
Bukit Dengkang	Military base	11629, 10007
Gunung Hotel Ski Resort	Civilian village	24574, 14786
Pekan Tupai Merah	Civilian village	27179, 15538
Kem General Abidin	Military base	2255, 29869
Kuala Gandin	Military base	21798, 19781
Kuala Geneng	Civilian village	23184, 21069
Bandar Gunung Belakang Patah	Civilian village	22287, 16730
Kampung Bunga Raya	Civilian village	11084, 24705
Pantai Kelapa Resort	Civilian village	24625, 26569
Pekan Merdeka Silam	Civilian village	17166, 17225
Teluk Panau Tengah Gamma	Communication outpost	12590, 26401
Kem Harimau Bintang	Military base	28602, 30472
Bukit Rendah	Military base	16466, 7371
Loji Bahan Bakar Fossil	Military base	25900, 6206
Pulau Ketam Besar	Military base	20209, 26644
Kem Lembah Hutan	Military base	27599, 30002
Bandar Pekan Lama	Civilian village	28739, 17583
Pekan Ayer Gilang	Civilian village	17624, 15328
Pulau Ombak Ribut	Military base	24582, 18619
Kampung Padi Hilang	Civilian village	28710, 15622
Banjaran Berawan Besar Theta	Communication outpost	25570, 11081
Kem Sungai Sejuk	Military base	17141, 12369
Pasir Putih	Military harbor	12994, 19246
Bandar Koperasi	Civilian village	12570, 4028
Pekan Hujung	Military base	5351, 23777
Kampung Lembah Gurun	Civilian village	7970, 25638
Kem General Hong	Military base	13115, 6785
Kampung Kayu Keras	Civilian village	24460, 28028
Pulau Berendam	Military harbor	25878, 3460
Telok Ayer Batang	Military base	16870, 21534
Kem Port Pelangi	Military harbor	5831, 29630
Pasir Hitam	Military base	18177, 18603
Gunung Merah Radar Facility	Military base	7370, 27732
Banjaran Berawan Besar Delta	Communication outpost	20232, 9839
Kampung Ayer Lama	Military harbor	8562, 18956
Pekan Pinggir Jalan	Civilian village	18457, 19074
Banjaran Berawan Besar Alpha	Communication outpost	23866, 8806
Banjaran Gundin	Military airport	11699, 5106
Tanah Raya Timur Iota	Communication outpost	25788, 12358
Banjaran Berawan Besar Eta	Communication outpost	17145, 11218
Bandar Dataran Sawah	Civilian village	27074, 16675
Negeri Gandin	Military base	10217, 4400
Kampung Cahaya Bulan	Civilian village	20620, 16434
Mile High Club	Civilian village	29584, 11435
Pulau Kait	Military harbor	23476, 5031
Kem Kucing Belang Hitam	Military base	21068, 13887
Bandar Padang Besar	Civilian village	29963, 17120
Pekan Selamat	Civilian village	7448, 25817

Name	Type	PDA Coordinates (X, Y)
Gurun Lautan Lama Alpha	Communication outpost	5360, 25637
Kampung Nahkoda	Civilian village	28324, 8909
Kepulauan Selatan Theta	Communication outpost	22802, 31028
Bandar Gunung Raya	Civilian village	21124, 12146
Tanah Raya Timur Mu	Communication outpost	22078, 23818
Bandar Baru Bukit Kuprum	Civilian village	21727, 12258
Kampung Perigi Hitam	Civilian village	28721, 8846
Kampung Pohon Reput	Civilian village	9524, 18276
Sungai Cengkih Besar	Military airport	20904, 5569
Sungai Tapai	Civilian village	20401, 24964
Kampung Gunung Merah	Civilian village	8839, 26151
Bandar Pantai Sunyi	Civilian village	24715, 19733
Pulau Dongeng	Military base	22283, 26726
Pelantar Gas Tiang Geneng	Offshore rig	31417, 7313
Panau City, Park District	City	3716, 11529
Kem Kuala Rajang	Military base	8497, 21789
Kem Jalan Merpati	Military airport	9434, 28188
Kem Singa Menerkam	Military base	19399, 6258
Kem Jalan Padang Tembak	Military base	25782, 30153
Bandar Serigala Kelabu	Civilian village	30359, 18672
Teluk Panau Tengah Alpha	Communication outpost	16763, 22401
Bandar Batu Besar	Civilian village	4059, 30370
Panau City, Financial District	City	6076, 13335
Kem Lubang Dalam	Military base	21806, 17375
Tasik Kasuari	Civilian village	17973, 23110
Kem Tentera Timur	Military base	11048, 8293
Kampung Tok Dalang	Civilian village	7513, 24979
Banjaran Berawan Besar Epsilon	Communication outpost	25510, 9540
Kampung Ekor Bengkok	Civilian village	7510, 28706
Kota Kersik	Civilian village	10725, 19866
Pelantar Gas Panau Barat	Offshore rig	1149, 23299
Kepulauan Pelaut Alpha	Communication outpost	23720, 3975
Pelantar Gas Panau Selatan	Offshore rig	29850, 24753
Tanjung Intan	Civilian village	10546, 3570
Pelantar Gas Telok Panau	Offshore rig	11480, 14983
Pekan Sempit	Civilian village	5587, 30998
Pekan Juku-Juku	Civilian village	14971, 2976
Kepulauan Selatan Iota	Communication outpost	24298, 27523
Tanah Raya Timur Alpha	Communication outpost	23015, 16777
Kampung Lima Batu	Military base	5887, 24928
Tanah Raya Timur Delta	Communication outpost	25568, 16141
Kem Kapitan Mohideen	Military base	17241, 21138
Bandar Arang Batu Besar	Civilian village	24753, 27199
Jalan Lompat	Civilian village	19520, 15881
Tanah Raya Barat Alpha	Communication outpost	11335, 9682
Kem Gereja Merah	Military base	30229, 27745
Kem Helang Merah	Military harbor	13015, 11476
Bukit Ketot	Military base	24557, 10486
Kampung Bunga Kertas	Civilian village	13203, 3403
Pekan Rusa Pantas	Civilian village	12712, 10390
Lembah Genting Tinggi	Military base	15932, 7523
Port Rajang Selatan	Civilian village	8432, 24104
Kepulauan Pelaut Beta	Communication outpost	23659, 5562



Name	Type	PDA Coordinates (X, Y)
Rajang Temple	Civilian village	12058, 23256
Bandar Lengkok Sungai	Civilian village	8166, 22885
Kem Jalan Gurun	Military base	7449, 23857
Pulau Ombak Merah	Military base	13402, 30241
Bukit Bura	Military base	19137, 9061
Kampung Jalan Gunung	Civilian village	19774, 18293
Kem Kuala Utara	Military harbor	30253, 26990
Pekan Dusun Rambutan	Civilian village	17415, 26511
Panau Falls Casino	Civilian village	18565, 17755
Kampung Tokong Dalam	Civilian village	19887, 15925
Kem Port Rodrigo	Military harbor	11719, 28146
Kota Pantai Kuala	Civilian village	16573, 3857
Kepulauan Pelaut Gamma	Communication outpost	28916, 9511
Tasik Jernih	Civilian village	16197, 22037
Kampung Pokok Ru	Civilian village	26406, 5427
Desa Kuda Lari	Civilian village	27204, 20053
Kampung Batu Tiga	Military base	10516, 18857
Pulau Panau Kecil	Military base	27609, 8855
Port Kuala Besar	Military harbor	16115, 12779
Kampung Sawah Hijau	Civilian village	25952, 19655
Gunung Hutan Merah	Military base	7880, 18555
Kampung Bunga Mawar	Military harbor	29952, 19636
Kampung Sawah Hutan	Civilian village	13553, 26303
Bandar Baru Nipah	Civilian village	15884, 4287
Kampung Tukang Besi	Civilian village	28738, 14733
Kampung Kepulauan Selatan	Civilian village	18568, 23386
Banjaran Berawan Besar Beta	Communication outpost	14813, 4672
Gunung Condong	Military base	25734, 25698
Kampung Papan Tanda	Civilian village	19021, 21251
Bandar Jeti Batu	Civilian village	23670, 19686
Pekan Kesuma	Civilian village	21758, 30338
Gunung Tasik Facility	Military base	19548, 12606
Gurun Lautan Lama Beta	Communication outpost	6023, 21573
Kampung Negeri Sawah	Civilian village	29076, 14001
Kampung Kala Merah	Military base	11082, 22158
Pekan Lalang Liar	Civilian village	15978, 3375
Pekan Putra Gunung	Civilian village	18570, 26250
Pelantar Gas Kepulauan Pelaut	Offshore rig	26381, 2196
Pekan Gua Cina	Civilian village	27192, 6786
Lembah Delima	Military airport	25920, 20229
Pekan Labah Hitam	Civilian village	23609, 15196
Kem Pulau Kerbau	Military harbor	26614, 27208
Kota Tinggi	Civilian village	21118, 14968
Kem Kapitan Luk Ya Sian	Military base	16458, 10092
Kuala Cengkih	Military harbor	23594, 4379
Pelantar Gas Panau Timur	Offshore rig	29480, 21255
Kampung Nur Cahaya	Civilian village	9352, 21774
Pekan Cahaya Matahari	Civilian village	27777, 9445
Kepulauan Selatan Zeta	Communication outpost	31003, 28960
Gunung Pawang Tua	Military base	27337, 18466
Kampung Tujuh Telaga	Military airport	17008, 16403
Lembah Cerah	Civilian village	6774, 25519

Name	Type	PDA Coordinates (X, Y)
Pelantar Gas Pandak Panay	Offshore rig	8888, 1323
Pekan Buah Melimpah	Civilian village	14736, 10958
Kampung Relau Merah	Civilian village	5485, 19808
Kem Komander Williamson	Military base	28857, 28076
Kuala Merah	Civilian village	9209, 8915
Banjaran Berawan Besar Gamma	Communication outpost	14201, 9575
Kota Istana Purba	Civilian village	19326, 11418
Pekan Jalan Pokok	Civilian village	9531, 25908
Bandar Bukit Kuprum Lama	Civilian village	13327, 24895
Tanah Lebar	Military airport	16064, 23457
Bandar Bukit Tahan	Civilian village	25252, 5491
Kem Komander Sutherland	Military base	7364, 19214
Teluk Putih	Civilian village	21743, 26141
Negeri Cengkih	Military base	13607, 22857
Kem Gunung Kudus	Military base	23268, 12875
Bandar Lembah Raja	Civilian village	23713, 27181
Teluk Permata	Military airport	9454, 5760
Kampung Redup	Civilian village	194,958,270
Pelantar Gas Ledakan Besar	Offshore rig	29794, 2898
Kuala Jernih	Military base	9957, 20478
Hutan Nenas	Military base	24160, 31182
Pekan Kuil	Civilian village	23424, 28377
Kepulauan Selatan Mu	Communication outpost	18693, 25398
Bandar Kolam Dalam	Civilian village	26367, 6704
Pelantar Gas Telok Beting Timur	Offshore rig	31909, 12078
PAN MILSAT	Military base	23440, 17420
Cape Carnival	Military base	30172, 14068
Port Gurun Lautan Lama	Military harbor	2804, 22837
Kampung Padang Luas	Military harbor	27235, 7715
Kampung Nipah	Civilian village	29354, 16990
Pekan Air Hangar	Civilian village	11195, 11096
Pekan Sri Vijaya	Civilian village	3968, 29844
Kampung Pantai Berangin	Civilian village	27889, 12248
Kampung Tanah Runtuh	Civilian village	27829, 18675
Pekan Hutan Lama	Civilian village	9480, 14266
Hutan Besar	Military base	23971, 30046
Pekan Kuala Kering	Civilian village	18125, 23878
Kampung Tanah Bernilai	Civilian village	27646, 19487
Kem Sungai Floodgates	Military base	8330, 19605
Kampung Sirip Tajam	Civilian village	9446, 5064
Pulau Berapi	Military harbor	14834, 17323
Facility Gunung Hutan Tinggi	Military base	29248, 29289
Kampung Pasir Panjang	Civilian village	4824, 19490
Kampung Tanjung Luas	Civilian village	18798, 20862
Kem Hang Johan	Military base	26321, 30604
Bandar Lombong Besi	Military base	28910, 7850
Tanah Raya Timur Zeta	Communication outpost	19092, 19465
Pekan Batang Kelepek	Civilian village	21763, 13019
Panau City, Residential District	City	3697, 15499
Bandar Suralaya	Civilian village	14568, 7027

CHARACTERS

FIELD GUIDE TO PANAU

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EXPLORING PANAU

AGENCY MISSIONS

STRONGHOLD TAKEOVERS

FACTION MISSIONS

CHALLENGES

COLLECTIBLES

ACHIEVEMENTS



Name	Type	PDA Coordinates (X, Y)
Tanah Raya Timur Lambda	Communication outpost	28419, 15167
Kem Gunung Belakang Patah	Military base	22140, 16277
Kem Sungai CeraH	Military base	6890, 21966
Pulau Penjala	Civilian village	11496, 12464
Kampung Hutan Hijau	Civilian village	18246, 19147
Kepulauan Selatan Alpha	Communication outpost	18238, 26702
Bukit Marmar Pecah	Military base	12049, 8464
Kepulauan Selatan Epsilon	Communication outpost	27777, 29373
Banjaran Berawan Besar Zeta	Communication outpost	21796, 14284
Kepulauan Selatan Delta	Communication outpost	18635, 28425
Kem Gunung Raya	Military base	21087, 11645
Gurun Lautan Lama Delta	Communication outpost	7290, 23310
Pekan Tanjung	Civilian village	17788, 23128
Kem General Vikneshwaran	Military base	17669, 16788
Pulau Ketam Kecil	Military harbor	28066, 11260
Kampung Pantai Kelabu	Civilian village	24199, 19362
Tanjung Besar	Military base	25122, 7256
Pekan Bukit Nenas	Civilian village	11921, 10485
Paya Dalam	Military base	20078, 18741
Telok Berlian	Civilian village	23970, 28825
Kampung Teratai Putih	Civilian village	9208, 10053
Kota Buluh	Civilian village	24816, 3539

## Parts and Cash Stashes



There are thousands of weapon parts, vehicle parts, armor parts, and cash stashes hidden around Panau. Parts are critical for upgrading the weapons and vehicles you buy from the Black Market. If you aren't spending parts to upgrade your favorite guns, for example, you will have serious trouble in the second half of the adventure. Armor parts are just as important, because every five you locate raises your maximum health a little bit. And finally, you need cash to buy those upgraded Black Market items, so you definitely want to track down as many of the 445 cash stashes tucked around Panau as possible.

*Four hundred and forty-five cash stashes? That's \$1,112,500! Think of how many Rowlinson choppers and sawed-off shotguns you can buy with that kind of scratch.*

*These charts provide the location of all parts and cash stashes in Panau. Use it to bank enough parts to upgrade your Black Market gear, and to earn 100 percent game completion.*

**Mission:** If the part is easily found during a mission, the mission is named here. However, parts noted during missions can be collected at any time.

**Region:** Region of the map, split into the different territories noted on your PDA.

**PDA Coordinates:** The x, y coordinates on your PDA. Set checkpoints at these coordinates to locate the item.

*Use the checkboxes in this table and others to keep track of what you've collected or destroyed so you know what's left to earn that coveted 100-percent completion!*

**NOTE**

## ARMOR PARTS

✓	Mission	Region	PDA Coordinates (X, Y)
	Airport Troubles	Ramal Rakyat Islands	9695, 12867
	Mile High Club	Pelaut Archipelago	29600, 11349
	Mile High Club	Pelaut Archipelago	29592, 11403
	River Runs Red	Ramal Rakyat Islands	8484, 21105
	Save the Forest	Senjakala Islands	15468, 25962
	Save the Forest	Senjakala Islands	15458, 25729
	Stranded	West Tanah Raya	2812, 2435
	Chemical Heist	East Tanah Raya	19703, 12605
	Chemical Heist	East Tanah Raya	19508, 12701
	Taking Care of the Dishes	East Tanah Raya	23239, 17656
	Can I Get a Witness?	Lautan Lama Desert	7483, 27724
	Fry Me to the Moon	East Tanah Raya	30335, 14070
	Fry Me to the Moon	East Tanah Raya	29920, 14196
	Slippin' and Sliding	Berawan Besar Mountains	23644, 13644
	Slippin' and Sliding	East Tanah Raya	24410, 14854
	Black Gold	Lautan Lama Desert	770, 22505
	Welcome to Panau	Berawan Besar Mountains	14798, 9582
	Welcome to Panau	Berawan Besar Mountains	15102, 9205
	Welcome to Panau	Berawan Besar Mountains	15252, 9304
	Welcome to Panau	Berawan Besar Mountains	15365, 9249
	Casino Bust	East Tanah Raya	18571, 17841
	Casino Bust	East Tanah Raya	18575, 17749
	The White Tiger	Ramal Rakyat Islands	8696, 23151
	The White Tiger	Panau Tengah Bay	12060, 23262
	Mountain Rescue	Berawan Besar Mountains	20647, 9971
	Mountain Rescue	Berawan Besar Mountains	21121, 9771



✓	Mission	Region	PDA Coordinates (X, Y)
	Mountain Rescue	Berawan Besar Mountains	21031, 9171
	Three Kings	Senjakala Islands	3833, 31443
	Three Kings	Senjakala Islands	3604, 31433
	Three Kings	Senjakala Islands	3751, 31409
	Into the Den	Selatan Archipelago	30009, 30242
	Into the Den	Selatan Archipelago	30279, 30319
	Panau City	Ramal Rakyat Islands	4782, 15692
	Panau City	Ramal Rakyat Islands	2992, 14810
	Panau City	West Tanah Raya	3993, 11330
	Panau City	West Tanah Raya	3662, 12122
	Oil for Blood	Pelaut Archipelago	28095, 6977
	Paradise Valley	Selatan Archipelago	19060, 26011
	Free Trade	Ramal Rakyat Islands	1443, 13470
	Free Trade	Ramal Rakyat Islands	1400, 13346
	Free Trade	Ramal Rakyat Islands	1588, 13372
	Pilgrimage	West Tanah Raya	9289, 6588
	Power Surge	East Tanah Raya	25440, 17879
	Boys with Toys	Senjakala Islands	13434, 29183
	Rocket Science	Berawan Besar Mountains	17045, 8979
	A Second Amendment	Lautan Lama Desert	5774, 27493
	Chemical Compound	Panau Tengah Bay	13013, 25337
	Collectible any time	Selatan Archipelago	29604, 31339
	Collectible any time	Lautan Lama Desert	1122, 23313
	Collectible any time	Senjakala Islands	2126, 29830
	Collectible any time	Senjakala Islands	2296, 31195
	Collectible any time	Lautan Lama Desert	2903, 22742
	Collectible any time	Ramal Rakyat Islands	3483, 14594
	Collectible any time	Ramal Rakyat Islands	3600, 16079
	Collectible any time	Lautan Lama Desert	3871, 20200
	Collectible any time	Senjakala Islands	3888, 29797
	Collectible any time	Senjakala Islands	4187, 30352
	Collectible any time	Lautan Lama Desert	4502, 21382
	Collectible any time	Senjakala Islands	4386, 30324
	Collectible any time	Lautan Lama Desert	4843, 19480
	Collectible any time	Senjakala Islands	4756, 30739
	Collectible any time	Lautan Lama Desert	5351, 23777
	Collectible any time	Senjakala Islands	5296, 31664
	Collectible any time	Lautan Lama Desert	5477, 19898
	Collectible any time	Lautan Lama Desert	5461, 19748
	Collectible any time	Lautan Lama Desert	5973, 24963
	Collectible any time	Lautan Lama Desert	6057, 25906
	Collectible any time	Lautan Lama Desert	5961, 26881
	Collectible any time	Senjakala Islands	5776, 29757
	Collectible any time	Lautan Lama Desert	6515, 19832
	Collectible any time	Lautan Lama Desert	6394, 21389
	Collectible any time	Lautan Lama Desert	6520, 27620
	Collectible any time	Lautan Lama Desert	6860, 22053
	Collectible any time	Lautan Lama Desert	7013, 23933
	Collectible any time	Lautan Lama Desert	7442, 19207
	Collectible any time	Lautan Lama Desert	7503, 23924
	Collectible any time	Lautan Lama Desert	7488, 24951
	Collectible any time	Lautan Lama Desert	7446, 26094

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Lautan Lama Desert	7569, 28638
	Collectible any time	Lautan Lama Desert	7900, 18621
	Collectible any time	Lautan Lama Desert	7995, 25560
	Collectible any time	Ramal Rakyat Islands	8736, 18853
	Collectible any time	Ramal Rakyat Islands	8580, 21889
	Collectible any time	Lautan Lama Desert	8205, 22842
	Collectible any time	West Tanah Raya	8861, 1337
	Collectible any time	West Tanah Raya	8865, 7920
	Collectible any time	West Tanah Raya	8709, 9564
	Collectible any time	West Tanah Raya	9561, 4959
	Collectible any time	West Tanah Raya	9428, 5715
	Collectible any time	West Tanah Raya	9341, 7625
	Collectible any time	West Tanah Raya	9309, 8861
	Collectible any time	Ramal Rakyat Islands	9468, 14332
	Collectible any time	Ramal Rakyat Islands	9977, 19487
	Collectible any time	Ramal Rakyat Islands	9431, 21863
	Collectible any time	Senjakala Islands	9721, 28491
	Collectible any time	West Tanah Raya	9853, 7018
	Collectible any time	Ramal Rakyat Islands	10015, 20421
	Collectible any time	Ramal Rakyat Islands	9758, 21680
	Collectible any time	West Tanah Raya	10445, 3605
	Collectible any time	West Tanah Raya	10488, 5986
	Collectible any time	Ramal Rakyat Islands	10482, 18785
	Collectible any time	Ramal Rakyat Islands	10473, 21407
	Collectible any time	Ramal Rakyat Islands	10234, 22766
	Collectible any time	Lautan Lama Desert	10426, 26144
	Collectible any time	West Tanah Raya	11218, 3748
	Collectible any time	West Tanah Raya	10833, 7795
	Collectible any time	West Tanah Raya	10969, 8178
	Collectible any time	West Tanah Raya	11038, 9235
	Collectible any time	Ramal Rakyat Islands	11224, 11222
	Collectible any time	Ramal Rakyat Islands	10767, 19800
	Collectible any time	Ramal Rakyat Islands	10955, 21196
	Collectible any time	Ramal Rakyat Islands	11097, 22080
	Collectible any time	West Tanah Raya	11566, 1040
	Collectible any time	West Tanah Raya	11215, 5294
	Collectible any time	Ramal Rakyat Islands	11613, 10044
	Collectible any time	Ramal Rakyat Islands	11620, 10984
	Collectible any time	Ramal Rakyat Islands	11425, 12412
	Collectible any time	Ramal Rakyat Islands	11459, 15005
	Collectible any time	Ramal Rakyat Islands	11451, 19567
	Collectible any time	Senjakala Islands	11594, 28280
	Collectible any time	West Tanah Raya	12040, 8539
	Collectible any time	Panau Tengah Bay	12285, 25135
	Collectible any time	West Tanah Raya	12697, 3945
	Collectible any time	Berawan Besar Mountains	13139, 6759
	Collectible any time	Ramal Rakyat Islands	12215, 9227
	Collectible any time	West Tanah Raya	13335, 3413
	Collectible any time	Berawan Besar Mountains	12992, 7338
	Collectible any time	Ramal Rakyat Islands	12991, 11436
	Collectible any time	Panau Tengah Bay	12912, 19195



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Panau Tengah Bay	13722, 22940
	Collectible any time	Panau Tengah Bay	13674, 25232
	Collectible any time	Senjakala Islands	13358, 30313
	Collectible any time	Senjakala Islands	13416, 30637
	Collectible any time	Berawan Besar Mountains	14065, 3747
	Collectible any time	Berawan Besar Mountains	13738, 7916
	Collectible any time	Ramal Rakyat Islands	13848, 10935
	Collectible any time	Panau Tengah Bay	14181, 23431
	Collectible any time	Senjakala Islands	14057, 27692
	Collectible any time	Senjakala Islands	14278, 29067
	Collectible any time	Senjakala Islands	13834, 29403
	Collectible any time	Senjakala Islands	14066, 29705
	Collectible any time	Berawan Besar Mountains	14786, 7075
	Collectible any time	Panau Tengah Bay	14651, 16882
	Collectible any time	Senjakala Islands	14461, 26395
	Collectible any time	Senjakala Islands	14640, 28622
	Collectible any time	West Tanah Raya	14828, 2871
	Collectible any time	Berawan Besar Mountains	15055, 8327
	Collectible any time	Panau Tengah Bay	15222, 22836
	Collectible any time	Pelaut Archipelago	16034, 3380
	Collectible any time	Berawan Besar Mountains	15960, 4562
	Collectible any time	Berawan Besar Mountains	15967, 7455
	Collectible any time	Panau Tengah Bay	16307, 12704
	Collectible any time	Panau Tengah Bay	16253, 22045
	Collectible any time	Panau Tengah Bay	15848, 22237
	Collectible any time	Selatan Archipelago	15906, 23452
	Collectible any time	Pelaut Archipelago	16568, 3237
	Collectible any time	Pelaut Archipelago	16674, 3825
	Collectible any time	Pelaut Archipelago	16574, 3755
	Collectible any time	Berawan Besar Mountains	16503, 7347
	Collectible any time	Panau Tengah Bay	16620, 16483
	Collectible any time	Panau Tengah Bay	16917, 21518
	Collectible any time	Selatan Archipelago	16806, 26676
	Collectible any time	Pelaut Archipelago	17290, 4158
	Collectible any time	Berawan Besar Mountains	17150, 6364
	Collectible any time	Panau Tengah Bay	17218, 12139
	Collectible any time	Panau Tengah Bay	17037, 14120
	Collectible any time	Panau Tengah Bay	17364, 14742
	Collectible any time	Panau Tengah Bay	17169, 16448
	Collectible any time	Panau Tengah Bay	17182, 21112
	Collectible any time	Selatan Archipelago	17296, 26563
	Collectible any time	Selatan Archipelago	17562, 26334
	Collectible any time	Selatan Archipelago	17246, 28143
	Collectible any time	Panau Tengah Bay	17727, 13933
	Collectible any time	Panau Tengah Bay	17652, 14950
	Collectible any time	Panau Tengah Bay	17634, 14905
	Collectible any time	Panau Tengah Bay	17660, 17166

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Panau Tengah Bay	17457, 21654
	Collectible any time	Panau Tengah Bay	17579, 22721
	Collectible any time	Panau Tengah Bay	17672, 22638
	Collectible any time	Panau Tengah Bay	17763, 23128
	Collectible any time	Selatan Archipelago	17556, 25951
	Collectible any time	Selatan Archipelago	17661, 26012
	Collectible any time	Pelaut Archipelago	18009, 5289
	Collectible any time	East Tanah Raya	19359, 14317
	Collectible any time	Panau Tengah Bay	17989, 16391
	Collectible any time	East Tanah Raya	18031, 19120
	Collectible any time	East Tanah Raya	18035, 19146
	Collectible any time	East Tanah Raya	18107, 19064
	Collectible any time	Panau Tengah Bay	17947, 21381
	Collectible any time	East Tanah Raya	18581, 20236
	Collectible any time	Selatan Archipelago	18465, 26167
	Collectible any time	Pelaut Archipelago	19042, 5296
	Collectible any time	Berawan Besar Mountains	19318, 8970
	Collectible any time	Panau Tengah Bay	19075, 15585
	Collectible any time	East Tanah Raya	19030, 21383
	Collectible any time	East Tanah Raya	19232, 22147
	Collectible any time	Pelaut Archipelago	19479, 6358
	Collectible any time	Berawan Besar Mountains	19582, 8597
	Collectible any time	Berawan Besar Mountains	19328, 11813
	Collectible any time	Berawan Besar Mountains	19386, 11788
	Collectible any time	East Tanah Raya	19521, 15894
	Collectible any time	Berawan Besar Mountains	20117, 10943
	Collectible any time	East Tanah Raya	19802, 15984
	Collectible any time	East Tanah Raya	20155, 15972
	Collectible any time	East Tanah Raya	20180, 18734
	Collectible any time	East Tanah Raya	20322, 22572
	Collectible any time	Selatan Archipelago	20585, 25120
	Collectible any time	Selatan Archipelago	20222, 26689
	Collectible any time	Pelaut Archipelago	20752, 5744
	Collectible any time	East Tanah Raya	20578, 13481
	Collectible any time	East Tanah Raya	20743, 20724
	Collectible any time	Berawan Besar Mountains	21152, 11583
	Collectible any time	Berawan Besar Mountains	21009, 12031
	Collectible any time	Berawan Besar Mountains	21100, 13859
	Collectible any time	East Tanah Raya	21088, 15000
	Collectible any time	East Tanah Raya	21338, 21925
	Collectible any time	Pelaut Archipelago	21946, 6526
	Collectible any time	Berawan Besar Mountains	21918, 11146
	Collectible any time	Berawan Besar Mountains	21727, 13072
	Collectible any time	Berawan Besar Mountains	21913, 13114
	Collectible any time	Berawan Besar Mountains	21819, 12811



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	22178, 16344
	Collectible any time	East Tanah Raya	21739, 19816
	Collectible any time	East Tanah Raya	22232, 16682
	Collectible any time	East Tanah Raya	21998, 23365
	Collectible any time	Selatan Archipelago	22204, 26862
	Collectible any time	Selatan Archipelago	22178, 26676
	Collectible any time	Selatan Archipelago	21906, 30294
	Collectible any time	Selatan Archipelago	21496, 30404
	Collectible any time	Pelaut Archipelago	23497, 4518
	Collectible any time	Pelaut Archipelago	23685, 4875
	Collectible any time	Berawan Besar Mountains	23329, 12897
	Collectible any time	Berawan Besar Mountains	23024, 13699
	Collectible any time	East Tanah Raya	23163, 19039
	Collectible any time	East Tanah Raya	23404, 19617
	Collectible any time	Selatan Archipelago	23084, 27059
	Collectible any time	Berawan Besar Mountains	24088, 10956
	Collectible any time	East Tanah Raya	23565, 15233
	Collectible any time	Selatan Archipelago	23836, 27199
	Collectible any time	Selatan Archipelago	24052, 28065
	Collectible any time	Selatan Archipelago	23899, 28790
	Collectible any time	Selatan Archipelago	23984, 28901
	Collectible any time	Berawan Besar Mountains	24551, 10519
	Collectible any time	East Tanah Raya	24179, 19387
	Collectible any time	Selatan Archipelago	24206, 24813
	Collectible any time	Selatan Archipelago	24191, 24776
	Collectible any time	Selatan Archipelago	24235, 24813
	Collectible any time	Selatan Archipelago	24231, 24769
	Collectible any time	Selatan Archipelago	24274, 24767
	Collectible any time	Selatan Archipelago	24206, 24913
	Collectible any time	Selatan Archipelago	24171, 24776
	Collectible any time	Selatan Archipelago	24277, 26011
	Collectible any time	Selatan Archipelago	24458, 25989
	Collectible any time	Selatan Archipelago	24402, 28067
	Collectible any time	Selatan Archipelago	24429, 28128
	Collectible any time	Selatan Archipelago	24176, 31199
	Collectible any time	Selatan Archipelago	24086, 31117
	Collectible any time	East Tanah Raya	24739, 17883
	Collectible any time	East Tanah Raya	24541, 18601
	Collectible any time	East Tanah Raya	24869, 20606
	Collectible any time	Selatan Archipelago	24501, 26661
	Collectible any time	Selatan Archipelago	24621, 26603
	Collectible any time	Selatan Archipelago	24840, 27205
	Collectible any time	Pelaut Archipelago	25277, 5536
	Collectible any time	Pelaut Archipelago	25142, 7318
	Collectible any time	East Tanah Raya	25323, 19413
	Collectible any time	East Tanah Raya	25624, 20408
	Collectible any time	Selatan Archipelago	25449, 31455
	Collectible any time	Pelaut Archipelago	25829, 3253
	Collectible any time	Pelaut Archipelago	26164, 4845
	Collectible any time	Pelaut Archipelago	25797, 5913
	Collectible any time	Pelaut Archipelago	25859, 6274

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	25835, 19604
	Collectible any time	East Tanah Raya	25939, 20285
	Collectible any time	Selatan Archipelago	25853, 25547
	Collectible any time	Selatan Archipelago	25723, 30127
	Collectible any time	Pelaut Archipelago	26354, 2210
	Collectible any time	Pelaut Archipelago	26186, 6544
	Collectible any time	Selatan Archipelago	26339, 30492
	Collectible any time	Pelaut Archipelago	26795, 6589
	Collectible any time	Pelaut Archipelago	26820, 11352
	Collectible any time	Selatan Archipelago	26752, 27259
	Collectible any time	Pelaut Archipelago	27495, 6562
	Collectible any time	Pelaut Archipelago	27503, 7985
	Collectible any time	Pelaut Archipelago	27624, 8877
	Collectible any time	Pelaut Archipelago	27766, 9466
	Collectible any time	East Tanah Raya	27557, 13538
	Collectible any time	East Tanah Raya	27303, 15392
	Collectible any time	East Tanah Raya	27795, 17304
	Collectible any time	East Tanah Raya	27392, 18518
	Collectible any time	East Tanah Raya	27699, 19500
	Collectible any time	Selatan Archipelago	27686, 29990
	Collectible any time	Pelaut Archipelago	28077, 5816
	Collectible any time	East Tanah Raya	27873, 12289
	Collectible any time	East Tanah Raya	27881, 18598
	Collectible any time	Pelaut Archipelago	28381, 8642
	Collectible any time	Pelaut Archipelago	28329, 8870
	Collectible any time	Pelaut Archipelago	28218, 9561
	Collectible any time	Pelaut Archipelago	28119, 11342
	Collectible any time	East Tanah Raya	28693, 17390
	Collectible any time	Selatan Archipelago	28258, 31285
	Collectible any time	Pelaut Archipelago	28603, 7869
	Collectible any time	Pelaut Archipelago	28732, 8889
	Collectible any time	East Tanah Raya	29122, 14436
	Collectible any time	East Tanah Raya	28863, 14785
	Collectible any time	East Tanah Raya	29109, 19052
	Collectible any time	Selatan Archipelago	28882, 28055
	Collectible any time	Selatan Archipelago	28544, 30491
	Collectible any time	East Tanah Raya	29470, 16867
	Collectible any time	East Tanah Raya	29453, 21269
	Collectible any time	Selatan Archipelago	29216, 29325
	Collectible any time	Selatan Archipelago	29303, 29309
	Collectible any time	Pelaut Archipelago	29767, 2912
	Collectible any time	East Tanah Raya	30056, 19544
	Collectible any time	Selatan Archipelago	29824, 24767
	Collectible any time	Selatan Archipelago	30211, 27047
	Collectible any time	Selatan Archipelago	30624, 28901
	Collectible any time	Pelaut Archipelago	31391, 7327
	Collectible any time	Pelaut Archipelago	31882, 12093
	Pekan Sri Vijaya	Civilian village	3968, 29844
	Kampung Pantai Berangin	Civilian village	27889, 12248
	Kampung Tanah Runtuh	Civilian village	27829, 18675
	Pekan Hutan Lama	Civilian village	9480, 14266



✓	Mission	Region	PDA Coordinates (X, Y)
	Hutan Besar	Military base	23971, 30046
	Pekan Kuala Kering	Civilian village	18125, 23878
	Kampung Tanah Bernilai	Civilian village	27646, 19487
	Kem Sungai Floodgates	Military base	8330, 19605
	Kampung Sirip Tajam	Civilian village	9446, 5064
	Pulau Berapi	Military harbor	14834, 17323
	Facility Gunung Hutan Tinggi	Military base	29248, 29289
	Kampung Pasir Panjang	Civilian village	4824, 19490
	Kampung Tanjung Luas	Civilian village	18798, 20862
	Kem Hang Johan	Military base	26321, 30604
	Bandar Lombong Besi	Military base	28910, 7850
	Tanah Raya Timur Zeta	Communication outpost	19092, 19465
	Pekan Batang Kelepek	Civilian village	21763, 13019
	Panau City, Residential District	City	3697, 15499
	Bandar Suralaya	Civilian village	14568, 7027
	Tanah Raya Timur Lambda	Communication outpost	28419, 15167
	Kem Gunung Belakang Patah	Military base	22140, 16277
	Kem Sungai Cerah	Military base	6890, 21966
	Pulau Penjala	Civilian village	11496, 12464
	Kampung Hutan Hijau	Civilian village	18246, 19147
	Kepulauan Selatan Alpha	Communication outpost	18238, 26702
	Bukit Marmar Pecah	Military base	12049, 8464
	Kepulauan Selatan Epsilon	Communication outpost	27777, 29373
	Banjaran Berawan Besar Zeta	Communication outpost	21796, 14284
	Kepulauan Selatan Delta	Communication outpost	18635, 28425
	Kem Gunung Raya	Military base	21087, 11645
	Gurun Lautan Lama Delta	Communication outpost	7290, 23310
	Pekan Tanjung	Civilian village	17788, 23128
	Kem General Vikneshwaran	Military base	17669, 16788
	Pulau Ketam Kecil	Military harbor	28066, 11260
	Kampung Pantai Kelabu	Civilian village	24199, 19362
	Tanjung Besar	Military base	25122, 7256
	Pekan Bukit Nenas	Civilian village	11921, 10485
	Paya Dalam	Military base	20078, 18741
	Telok Berlian	Civilian village	23970, 28825
	Kampung Teratai Putih	Civilian village	9208, 10053
	Kota Buluh	Civilian village	24816, 3539

## WEAPON PARTS

✓	Mission	Region	PDA Coordinates (X, Y)
	Airport Troubles	Ramal Rakyat Islands	9856, 12914
	Airport Troubles	Ramal Rakyat Islands	9645, 12699

✓	Mission	Region	PDA Coordinates (X, Y)
	Airport Troubles	Ramal Rakyat Islands	9652, 12788
	Airport Troubles	Ramal Rakyat Islands	9747, 12437
	Airport Troubles	Ramal Rakyat Islands	9894, 13233
	Mile High Club	Pelaut Archipelago	29588, 11462
	River Runs Red	Lautan Lama Desert	8391, 19554
	River Runs Red	Ramal Rakyat Islands	8473, 21135
	Save the Forest	Senjakala Islands	15294, 25943
	Save the Forest	Senjakala Islands	15422, 25965
	Save the Forest	Senjakala Islands	15233, 25941
	Save the Forest	Senjakala Islands	15424, 25797
	Save the Forest	Senjakala Islands	15365, 25708
	Stranded	West Tanah Raya	2284, 2258
	Stranded	West Tanah Raya	2516, 2178
	Stranded	West Tanah Raya	2264, 1958
	Chemical Heist	East Tanah Raya	19668, 12531
	Chemical Heist	East Tanah Raya	19603, 12538
	Taking Care of the Dishes	East Tanah Raya	23386, 17201
	Taking Care of the Dishes	East Tanah Raya	23122, 17348
	Taking Care of the Dishes	East Tanah Raya	23442, 17316
	Taking Care of the Dishes	East Tanah Raya	23256, 17580
	Can I Get a Witness?	Lautan Lama Desert	7447, 27735
	Fry Me to the Moon	East Tanah Raya	30256, 14219
	Fry Me to the Moon	East Tanah Raya	30259, 14208
	Fry Me to the Moon	East Tanah Raya	30251, 14201
	Fry Me to the Moon	East Tanah Raya	30631, 13766
	Fry Me to the Moon	East Tanah Raya	30196, 13938
	Fry Me to the Moon	East Tanah Raya	30143, 14112
	Slippin' and Sliding	East Tanah Raya	24419, 14740
	Slippin' and Sliding	East Tanah Raya	24416, 14616
	Black Gold	Lautan Lama Desert	793, 22511
	Welcome to Panau	Berawan Besar Mountains	14781, 9612
	Welcome to Panau	Berawan Besar Mountains	15343, 9132
	Welcome to Panau	Berawan Besar Mountains	15253, 9184
	Welcome to Panau	Berawan Besar Mountains	15150, 9360
	Welcome to Panau	Berawan Besar Mountains	15406, 9320
	Welcome to Panau	Berawan Besar Mountains	15366, 9256
	Welcome to Panau	Berawan Besar Mountains	15185, 9365
	Welcome to Panau	Berawan Besar Mountains	15179, 9239
	Casino Bust	East Tanah Raya	18503, 17708
	Casino Bust	East Tanah Raya	18593, 17712
	Casino Bust	East Tanah Raya	18503, 17776
	Casino Bust	East Tanah Raya	18608, 17826
	Casino Bust	East Tanah Raya	18593, 17818
	The White Tiger	Ramal Rakyat Islands	8693, 23156
	The White Tiger	Ramal Rakyat Islands	10473, 23528
	The White Tiger	Ramal Rakyat Islands	10396, 23535
	The White Tiger	Panau Tengah Bay	12003, 23231
	The White Tiger	Panau Tengah Bay	12109, 23274
	The White Tiger	Panau Tengah Bay	11985, 23207
	The White Tiger	Panau Tengah Bay	11983, 23240
	Mountain Rescue	Berawan Besar Mountains	21076, 9230



✓	Mission	Region	PDA Coordinates (X, Y)
	Mountain Rescue	Berawan Besar Mountains	21048, 9710
	Mountain Rescue	Berawan Besar Mountains	21286, 9199
	Mountain Rescue	Berawan Besar Mountains	20975, 9215
	Mountain Rescue	Berawan Besar Mountains	20738, 9933
	Mountain Rescue	Berawan Besar Mountains	21426, 9455
	Mountain Rescue	Berawan Besar Mountains	21091, 9372
	Three Kings	Senjakala Islands	3752, 31560
	Three Kings	Senjakala Islands	3719, 31385
	Three Kings	Senjakala Islands	3824, 31499
	Three Kings	Senjakala Islands	3744, 31421
	Into the Den	Selatan Archipelago	30021, 30285
	Into the Den	Selatan Archipelago	29731, 29908
	Into the Den	Selatan Archipelago	29825, 30146
	Into the Den	Selatan Archipelago	30064, 30375
	Into the Den	Selatan Archipelago	30207, 30566
	Into the Den	Selatan Archipelago	30356, 30626
	Panau City	Ramal Rakyat Islands	4335, 15579
	Panau City	Ramal Rakyat Islands	4521, 15545
	Panau City	Ramal Rakyat Islands	4302, 15417
	Panau City	Ramal Rakyat Islands	4402, 15459
	Panau City	Ramal Rakyat Islands	3970, 15204
	Panau City	Ramal Rakyat Islands	3932, 15085
	Panau City	Ramal Rakyat Islands	3733, 15417
	Panau City	Ramal Rakyat Islands	3547, 15147
	Panau City	West Tanah Raya	3917, 11389
	Panau City	West Tanah Raya	3940, 11088
	Panau City	West Tanah Raya	3901, 11476
	Panau City	West Tanah Raya	3793, 11139
	Panau City	West Tanah Raya	3544, 12198
	Panau City	West Tanah Raya	3447, 12295
	Panau City	West Tanah Raya	3582, 12377
	Panau City	West Tanah Raya	3316, 12061
	Oil for Blood	Pelaut Archipelago	28009, 7112
	Oil for Blood	Pelaut Archipelago	27900, 7052
	Oil for Blood	Pelaut Archipelago	27900, 6903
	Oil for Blood	Pelaut Archipelago	27828, 7102
	Paradise Valley	Selatan Archipelago	19079, 25937
	Paradise Valley	Selatan Archipelago	19067, 25835
	Paradise Valley	Selatan Archipelago	19114, 26067
	Paradise Valley	Selatan Archipelago	19107, 25730
	Free Trade	Ramal Rakyat Islands	1471, 13424
	Free Trade	Ramal Rakyat Islands	1638, 13353
	Pilgrimage	West Tanah Raya	9251, 6611
	Pilgrimage	West Tanah Raya	9168, 6607
	Pilgrimage	West Tanah Raya	9410, 6624
	Pilgrimage	West Tanah Raya	9479, 6625
	Power Surge	East Tanah Raya	25624, 17932
	Power Surge	East Tanah Raya	25462, 18075
	Power Surge	East Tanah Raya	25528, 18100
	Power Surge	East Tanah Raya	25500, 17922
	Boys with Toys	Senjakala Islands	13420, 29202
	Boys with Toys	Senjakala Islands	13485, 29072
	Boys with Toys	Senjakala Islands	13345, 29219

✓	Mission	Region	PDA Coordinates (X, Y)
	Boys with Toys	Senjakala Islands	13380, 29227
	Rocket Science	Berawan Besar Mountains	16917, 9306
	Rocket Science	Berawan Besar Mountains	16953, 9110
	Rocket Science	Berawan Besar Mountains	16878, 9027
	A Second Amendment	Lautan Lama Desert	5599, 27541
	A Second Amendment	Lautan Lama Desert	5774, 27441
	A Second Amendment	Lautan Lama Desert	5662, 27474
	A Second Amendment	Lautan Lama Desert	5683, 27389
	Chemical Compound	Panau Tengah Bay	13079, 25273
	Chemical Compound	Panau Tengah Bay	12950, 25324
	Chemical Compound	Panau Tengah Bay	13025, 25252
	Chemical Compound	Panau Tengah Bay	13065, 25243
	Collectible any time	Lautan Lama Desert	1145, 23320
	Collectible any time	Senjakala Islands	2411, 29988
	Collectible any time	Senjakala Islands	2280, 29607
	Collectible any time	Senjakala Islands	2450, 29935
	Collectible any time	Senjakala Islands	2327, 29638
	Collectible any time	Senjakala Islands	2466, 31154
	Collectible any time	West Tanah Raya	2665, 10950
	Collectible any time	Lautan Lama Desert	2828, 20996
	Collectible any time	Lautan Lama Desert	2665, 21385
	Collectible any time	Lautan Lama Desert	2873, 21114
	Collectible any time	Lautan Lama Desert	2829, 22689
	Collectible any time	Lautan Lama Desert	2783, 22779
	Collectible any time	Lautan Lama Desert	2703, 22839
	Collectible any time	Lautan Lama Desert	2686, 22782
	Collectible any time	Lautan Lama Desert	3157, 22486
	Collectible any time	Lautan Lama Desert	3661, 24722
	Collectible any time	Lautan Lama Desert	3829, 20063
	Collectible any time	Lautan Lama Desert	3983, 20233
	Collectible any time	Lautan Lama Desert	3870, 20167
	Collectible any time	Lautan Lama Desert	3969, 21786
	Collectible any time	Lautan Lama Desert	3809, 25042
	Collectible any time	Senjakala Islands	4000, 29805
	Collectible any time	Senjakala Islands	4118, 30434
	Collectible any time	Lautan Lama Desert	4247, 21335
	Collectible any time	Lautan Lama Desert	4470, 21326
	Collectible any time	Lautan Lama Desert	4028, 21093
	Collectible any time	Lautan Lama Desert	4381, 21289
	Collectible any time	Lautan Lama Desert	4510, 22538
	Collectible any time	Lautan Lama Desert	4605, 22340
	Collectible any time	Senjakala Islands	4424, 30257
	Collectible any time	Senjakala Islands	4523, 30397
	Collectible any time	Lautan Lama Desert	4952, 19517
	Collectible any time	Lautan Lama Desert	4793, 19510
	Collectible any time	Senjakala Islands	4827, 31551



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Lautan Lama Desert	5334, 23655
	Collectible any time	Lautan Lama Desert	5438, 23803
	Collectible any time	Lautan Lama Desert	5403, 23899
	Collectible any time	Lautan Lama Desert	5362, 23783
	Collectible any time	Lautan Lama Desert	5112, 24900
	Collectible any time	Senjakala Islands	5616, 31173
	Collectible any time	Senjakala Islands	5434, 30851
	Collectible any time	Senjakala Islands	5149, 31651
	Collectible any time	Lautan Lama Desert	5448, 19847
	Collectible any time	Lautan Lama Desert	5529, 19904
	Collectible any time	Lautan Lama Desert	5842, 24913
	Collectible any time	Lautan Lama Desert	5942, 24885
	Collectible any time	Lautan Lama Desert	5945, 24880
	Collectible any time	Lautan Lama Desert	6001, 25958
	Collectible any time	Lautan Lama Desert	5641, 25916
	Collectible any time	Lautan Lama Desert	6034, 27025
	Collectible any time	Senjakala Islands	5782, 29686
	Collectible any time	Senjakala Islands	5766, 29680
	Collectible any time	Senjakala Islands	5793, 29653
	Collectible any time	Senjakala Islands	5772, 29785
	Collectible any time	Senjakala Islands	5699, 31319
	Collectible any time	Lautan Lama Desert	6597, 19880
	Collectible any time	Lautan Lama Desert	6511, 20026
	Collectible any time	Lautan Lama Desert	6362, 21483
	Collectible any time	Lautan Lama Desert	6271, 21501
	Collectible any time	Lautan Lama Desert	6216, 27380
	Collectible any time	Lautan Lama Desert	6851, 21902
	Collectible any time	Lautan Lama Desert	6816, 21959
	Collectible any time	Lautan Lama Desert	6807, 21994
	Collectible any time	Lautan Lama Desert	6905, 21951
	Collectible any time	Lautan Lama Desert	7036, 23859
	Collectible any time	Lautan Lama Desert	7039, 24561
	Collectible any time	Lautan Lama Desert	7181, 25503
	Collectible any time	Lautan Lama Desert	6749, 25453
	Collectible any time	Lautan Lama Desert	7293, 19290
	Collectible any time	Lautan Lama Desert	7301, 19224
	Collectible any time	Lautan Lama Desert	7395, 19183
	Collectible any time	Lautan Lama Desert	7373, 19339
	Collectible any time	Lautan Lama Desert	7480, 22683
	Collectible any time	Lautan Lama Desert	7406, 23779
	Collectible any time	Lautan Lama Desert	7486, 25042
	Collectible any time	Lautan Lama Desert	7546, 25137
	Collectible any time	Lautan Lama Desert	7412, 25865
	Collectible any time	Lautan Lama Desert	7491, 25951
	Collectible any time	Lautan Lama Desert	7037, 25881
	Collectible any time	Senjakala Islands	7667, 28771
	Collectible any time	Lautan Lama Desert	7492, 28663
	Collectible any time	Lautan Lama Desert	7917, 18585
	Collectible any time	Lautan Lama Desert	7819, 18538
	Collectible any time	Lautan Lama Desert	7951, 18629
	Collectible any time	Lautan Lama Desert	7843, 18594
	Collectible any time	Lautan Lama Desert	7956, 25469
	Collectible any time	Lautan Lama Desert	8015, 25589

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	West Tanah Raya	8084, 6744
	Collectible any time	Ramal Rakyat Islands	8431, 13875
	Collectible any time	Lautan Lama Desert	8406, 19062
	Collectible any time	Lautan Lama Desert	8564, 18855
	Collectible any time	Ramal Rakyat Islands	8634, 20472
	Collectible any time	Ramal Rakyat Islands	8636, 20620
	Collectible any time	Ramal Rakyat Islands	8611, 21730
	Collectible any time	Ramal Rakyat Islands	8603, 21655
	Collectible any time	Ramal Rakyat Islands	8612, 21835
	Collectible any time	Ramal Rakyat Islands	8623, 21763
	Collectible any time	Lautan Lama Desert	8226, 22924
	Collectible any time	Lautan Lama Desert	8113, 22977
	Collectible any time	Lautan Lama Desert	8406, 24090
	Collectible any time	West Tanah Raya	8884, 1344
	Collectible any time	West Tanah Raya	8835, 7921
	Collectible any time	West Tanah Raya	8860, 7837
	Collectible any time	West Tanah Raya	8910, 7809
	Collectible any time	West Tanah Raya	8909, 7951
	Collectible any time	West Tanah Raya	8790, 9528
	Collectible any time	West Tanah Raya	8798, 9486
	Collectible any time	West Tanah Raya	8558, 9524
	Collectible any time	West Tanah Raya	9284, 10055
	Collectible any time	Ramal Rakyat Islands	8874, 21350
	Collectible any time	Lautan Lama Desert	8794, 26148
	Collectible any time	Lautan Lama Desert	9111, 26947
	Collectible any time	West Tanah Raya	9452, 4949
	Collectible any time	West Tanah Raya	9414, 5211
	Collectible any time	West Tanah Raya	9495, 5823
	Collectible any time	West Tanah Raya	9366, 7633
	Collectible any time	West Tanah Raya	9260, 8980
	Collectible any time	West Tanah Raya	9594, 10512
	Collectible any time	West Tanah Raya	9324, 11745
	Collectible any time	Ramal Rakyat Islands	9704, 18335
	Collectible any time	Ramal Rakyat Islands	9430, 18033
	Collectible any time	Ramal Rakyat Islands	9322, 18259
	Collectible any time	Ramal Rakyat Islands	9799, 18377
	Collectible any time	Ramal Rakyat Islands	9255, 21791
	Collectible any time	Ramal Rakyat Islands	9217, 21972
	Collectible any time	Senjakala Islands	9948, 28468
	Collectible any time	Senjakala Islands	9878, 28488
	Collectible any time	Senjakala Islands	9130, 28002
	Collectible any time	Senjakala Islands	9931, 28544
	Collectible any time	West Tanah Raya	10148, 4329
	Collectible any time	West Tanah Raya	10259, 4464
	Collectible any time	West Tanah Raya	10125, 4402
	Collectible any time	West Tanah Raya	10216, 4329
	Collectible any time	West Tanah Raya	10010, 6860
	Collectible any time	West Tanah Raya	9923, 9866
	Collectible any time	West Tanah Raya	10020, 10218
	Collectible any time	Ramal Rakyat Islands	10221, 18542
	Collectible any time	Ramal Rakyat Islands	10003, 20408
	Collectible any time	Ramal Rakyat Islands	9981, 20411
	Collectible any time	Ramal Rakyat Islands	9895, 20447
	Collectible any time	Ramal Rakyat Islands	9936, 20397



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Ramal Rakyat Islands	9881, 21686
	Collectible any time	Ramal Rakyat Islands	9848, 21612
	Collectible any time	Ramal Rakyat Islands	9815, 21570
	Collectible any time	Ramal Rakyat Islands	9838, 21699
	Collectible any time	Lautan Lama Desert	9555, 25969
	Collectible any time	Lautan Lama Desert	9549, 25888
	Collectible any time	West Tanah Raya	10652, 3581
	Collectible any time	West Tanah Raya	10514, 3564
	Collectible any time	West Tanah Raya	10562, 6122
	Collectible any time	West Tanah Raya	10511, 10404
	Collectible any time	Ramal Rakyat Islands	10554, 17117
	Collectible any time	Ramal Rakyat Islands	10561, 18846
	Collectible any time	Ramal Rakyat Islands	10560, 18896
	Collectible any time	Ramal Rakyat Islands	10371, 20903
	Collectible any time	Ramal Rakyat Islands	10279, 21371
	Collectible any time	Ramal Rakyat Islands	10334, 22842
	Collectible any time	Ramal Rakyat Islands	10455, 22712
	Collectible any time	Ramal Rakyat Islands	10416, 22820
	Collectible any time	Ramal Rakyat Islands	10595, 25048
	Collectible any time	Lautan Lama Desert	10490, 26025
	Collectible any time	Lautan Lama Desert	10381, 26150
	Collectible any time	West Tanah Raya	11291, 3732
	Collectible any time	West Tanah Raya	11090, 7734
	Collectible any time	West Tanah Raya	11119, 7680
	Collectible any time	West Tanah Raya	10884, 8291
	Collectible any time	West Tanah Raya	11016, 8319
	Collectible any time	West Tanah Raya	10919, 8343
	Collectible any time	West Tanah Raya	10918, 8195
	Collectible any time	West Tanah Raya	11188, 9151
	Collectible any time	West Tanah Raya	11312, 9175
	Collectible any time	West Tanah Raya	11152, 10127
	Collectible any time	Ramal Rakyat Islands	11071, 10627
	Collectible any time	Ramal Rakyat Islands	11170, 11068
	Collectible any time	Ramal Rakyat Islands	11240, 10972
	Collectible any time	Ramal Rakyat Islands	10794, 19928
	Collectible any time	Ramal Rakyat Islands	10936, 21163
	Collectible any time	Ramal Rakyat Islands	10982, 21316
	Collectible any time	Ramal Rakyat Islands	10997, 21278
	Collectible any time	Ramal Rakyat Islands	10881, 21167
	Collectible any time	Ramal Rakyat Islands	11151, 22098
	Collectible any time	Ramal Rakyat Islands	11137, 22194
	Collectible any time	Ramal Rakyat Islands	11025, 22124
	Collectible any time	Senjakala Islands	11032, 28515
	Collectible any time	Senjakala Islands	11163, 28585
	Collectible any time	West Tanah Raya	11589, 1047
	Collectible any time	West Tanah Raya	11384, 2782
	Collectible any time	West Tanah Raya	11862, 5121
	Collectible any time	West Tanah Raya	11789, 5055
	Collectible any time	West Tanah Raya	11535, 5135
	Collectible any time	West Tanah Raya	11795, 5176
	Collectible any time	West Tanah Raya	11893, 4894
	Collectible any time	Ramal Rakyat Islands	11637, 9977
	Collectible any time	Ramal Rakyat Islands	11686, 10013
	Collectible any time	Ramal Rakyat Islands	11495, 12450

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Ramal Rakyat Islands	11482, 15005
	Collectible any time	Ramal Rakyat Islands	11538, 19249
	Collectible any time	Ramal Rakyat Islands	11596, 21809
	Collectible any time	Senjakala Islands	12019, 28049
	Collectible any time	Senjakala Islands	11911, 28170
	Collectible any time	Senjakala Islands	11826, 27988
	Collectible any time	Senjakala Islands	11919, 27925
	Collectible any time	West Tanah Raya	12016, 8428
	Collectible any time	West Tanah Raya	12098, 8420
	Collectible any time	Ramal Rakyat Islands	12062, 9071
	Collectible any time	Panau Tengah Bay	12234, 25149
	Collectible any time	Panau Tengah Bay	12210, 25235
	Collectible any time	Panau Tengah Bay	12333, 25263
	Collectible any time	Panau Tengah Bay	12278, 25305
	Collectible any time	West Tanah Raya	12604, 3877
	Collectible any time	West Tanah Raya	12664, 3877
	Collectible any time	Berawan Besar Mountains	13087, 6873
	Collectible any time	Berawan Besar Mountains	13146, 6820
	Collectible any time	Berawan Besar Mountains	13131, 6732
	Collectible any time	Ramal Rakyat Islands	12131, 9451
	Collectible any time	Berawan Besar Mountains	12435, 9109
	Collectible any time	Ramal Rakyat Islands	12765, 10377
	Collectible any time	Ramal Rakyat Islands	12401, 11224
	Collectible any time	Panau Tengah Bay	12682, 25856
	Collectible any time	West Tanah Raya	13130, 3206
	Collectible any time	West Tanah Raya	13170, 3546
	Collectible any time	Berawan Besar Mountains	12987, 7216
	Collectible any time	Berawan Besar Mountains	13086, 7214
	Collectible any time	Berawan Besar Mountains	13082, 7301
	Collectible any time	Berawan Besar Mountains	13029, 7180
	Collectible any time	Berawan Besar Mountains	13023, 9364
	Collectible any time	Ramal Rakyat Islands	13155, 11477
	Collectible any time	Ramal Rakyat Islands	13159, 11477
	Collectible any time	Ramal Rakyat Islands	13145, 11463
	Collectible any time	Ramal Rakyat Islands	13091, 11476
	Collectible any time	Panau Tengah Bay	13051, 19364
	Collectible any time	Panau Tengah Bay	13127, 19370
	Collectible any time	Panau Tengah Bay	13091, 19372
	Collectible any time	Panau Tengah Bay	13033, 19328
	Collectible any time	Panau Tengah Bay	13324, 24904
	Collectible any time	Panau Tengah Bay	13293, 24847
	Collectible any time	Panau Tengah Bay	13081, 26915
	Collectible any time	Senjakala Islands	13204, 31244
	Collectible any time	Panau Tengah Bay	13648, 21021
	Collectible any time	Panau Tengah Bay	13783, 20884
	Collectible any time	Panau Tengah Bay	13722, 22871
	Collectible any time	Panau Tengah Bay	13718, 22789
	Collectible any time	Panau Tengah Bay	13693, 22820
	Collectible any time	Panau Tengah Bay	13636, 22807
	Collectible any time	Panau Tengah Bay	13454, 26246
	Collectible any time	Senjakala Islands	13413, 29925
	Collectible any time	Senjakala Islands	13354, 30214
	Collectible any time	Senjakala Islands	13334, 30237



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	14061, 3765
	Collectible any time	Berawan Besar Mountains	13768, 7923
	Collectible any time	Berawan Besar Mountains	13672, 7888
	Collectible any time	Berawan Besar Mountains	13683, 7901
	Collectible any time	Berawan Besar Mountains	14192, 8665
	Collectible any time	Ramal Rakyat Islands	14253, 11491
	Collectible any time	Senjakala Islands	14246, 27849
	Collectible any time	Senjakala Islands	14112, 27846
	Collectible any time	Senjakala Islands	14254, 27813
	Collectible any time	Senjakala Islands	14056, 27828
	Collectible any time	Senjakala Islands	14261, 29020
	Collectible any time	Senjakala Islands	14137, 29751
	Collectible any time	Senjakala Islands	13909, 29687
	Collectible any time	Berawan Besar Mountains	14659, 7048
	Collectible any time	Berawan Besar Mountains	14521, 7019
	Collectible any time	Berawan Besar Mountains	14655, 7131
	Collectible any time	Berawan Besar Mountains	14700, 7126
	Collectible any time	Ramal Rakyat Islands	14676, 10982
	Collectible any time	Ramal Rakyat Islands	14427, 11528
	Collectible any time	Panau Tengah Bay	15312, 17195
	Collectible any time	Panau Tengah Bay	15322, 17584
	Collectible any time	Panau Tengah Bay	15210, 17693
	Collectible any time	Panau Tengah Bay	15104, 17727
	Collectible any time	Panau Tengah Bay	14597, 23566
	Collectible any time	Senjakala Islands	14812, 25661
	Collectible any time	Senjakala Islands	14552, 26353
	Collectible any time	Senjakala Islands	14586, 26410
	Collectible any time	Senjakala Islands	14544, 26406
	Collectible any time	Senjakala Islands	14589, 26333
	Collectible any time	Senjakala Islands	14414, 27813
	Collectible any time	Senjakala Islands	14541, 28561
	Collectible any time	Senjakala Islands	14480, 28327
	Collectible any time	West Tanah Raya	15060, 2978
	Collectible any time	West Tanah Raya	15106, 2933
	Collectible any time	West Tanah Raya	15119, 2959
	Collectible any time	West Tanah Raya	15093, 2990
	Collectible any time	Berawan Besar Mountains	14947, 6792
	Collectible any time	Ramal Rakyat Islands	14859, 11497
	Collectible any time	Panau Tengah Bay	15246, 23056
	Collectible any time	Panau Tengah Bay	15382, 22887
	Collectible any time	Pelaut Archipelago	16049, 3404
	Collectible any time	Pelaut Archipelago	15952, 3363
	Collectible any time	Pelaut Archipelago	16002, 3342
	Collectible any time	Pelaut Archipelago	16027, 3359
	Collectible any time	Pelaut Archipelago	15770, 4303
	Collectible any time	Pelaut Archipelago	15900, 4322
	Collectible any time	Pelaut Archipelago	15964, 4193
	Collectible any time	Berawan Besar Mountains	15975, 7467
	Collectible any time	Berawan Besar Mountains	15877, 7551
	Collectible any time	Berawan Besar Mountains	16006, 7516
	Collectible any time	Ramal Rakyat Islands	15985, 11986
	Collectible any time	Ramal Rakyat Islands	15879, 11945

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Panau Tengah Bay	16197, 12808
	Collectible any time	Panau Tengah Bay	16080, 12804
	Collectible any time	Panau Tengah Bay	15801, 12748
	Collectible any time	Panau Tengah Bay	15983, 12831
	Collectible any time	Panau Tengah Bay	15751, 22320
	Collectible any time	Panau Tengah Bay	16128, 22047
	Collectible any time	Selatan Archipelago	15943, 23510
	Collectible any time	Selatan Archipelago	15938, 23399
	Collectible any time	Selatan Archipelago	15957, 23430
	Collectible any time	Selatan Archipelago	16104, 23388
	Collectible any time	Senjakala Islands	15672, 28149
	Collectible any time	Senjakala Islands	15558, 27860
	Collectible any time	Pelaut Archipelago	16926, 3789
	Collectible any time	Pelaut Archipelago	16549, 4000
	Collectible any time	Pelaut Archipelago	16569, 3871
	Collectible any time	Berawan Besar Mountains	16569, 7358
	Collectible any time	Berawan Besar Mountains	16574, 7452
	Collectible any time	Berawan Besar Mountains	16477, 7437
	Collectible any time	Berawan Besar Mountains	16627, 7397
	Collectible any time	Panau Tengah Bay	16511, 16491
	Collectible any time	Panau Tengah Bay	16474, 16490
	Collectible any time	Panau Tengah Bay	16867, 21609
	Collectible any time	Panau Tengah Bay	16915, 21557
	Collectible any time	Panau Tengah Bay	16829, 21604
	Collectible any time	Panau Tengah Bay	16894, 21487
	Collectible any time	Pelaut Archipelago	17352, 4121
	Collectible any time	Panau Tengah Bay	17157, 12343
	Collectible any time	Panau Tengah Bay	17222, 12281
	Collectible any time	Panau Tengah Bay	17308, 12134
	Collectible any time	Panau Tengah Bay	17302, 12104
	Collectible any time	Panau Tengah Bay	17126, 13690
	Collectible any time	Panau Tengah Bay	17087, 13834
	Collectible any time	Panau Tengah Bay	17025, 13782
	Collectible any time	Panau Tengah Bay	17127, 13820
	Collectible any time	Panau Tengah Bay	17354, 14625
	Collectible any time	Panau Tengah Bay	17309, 14622
	Collectible any time	Panau Tengah Bay	17435, 14569
	Collectible any time	Panau Tengah Bay	17079, 16429
	Collectible any time	Panau Tengah Bay	16994, 16336
	Collectible any time	Panau Tengah Bay	17170, 16419
	Collectible any time	Panau Tengah Bay	17312, 16826
	Collectible any time	Panau Tengah Bay	17210, 16994
	Collectible any time	Panau Tengah Bay	17249, 16828
	Collectible any time	Panau Tengah Bay	17232, 16999
	Collectible any time	Panau Tengah Bay	17157, 17194
	Collectible any time	East Tanah Raya	17132, 17259
	Collectible any time	East Tanah Raya	17174, 17263
	Collectible any time	East Tanah Raya	17197, 18219
	Collectible any time	East Tanah Raya	17307, 18081
	Collectible any time	Panau Tengah Bay	17259, 21069
	Collectible any time	Panau Tengah Bay	17261, 21163
	Collectible any time	Selatan Archipelago	17021, 23193
	Collectible any time	Selatan Archipelago	17333, 26601
	Collectible any time	Selatan Archipelago	17597, 26499



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Selatan Archipelago	17262, 28188
	Collectible any time	Selatan Archipelago	17314, 28142
	Collectible any time	Selatan Archipelago	17297, 28177
	Collectible any time	Selatan Archipelago	17223, 28195
	Collectible any time	Panau Tengah Bay	17744, 13964
	Collectible any time	Panau Tengah Bay	17617, 15291
	Collectible any time	Panau Tengah Bay	17520, 15956
	Collectible any time	Panau Tengah Bay	17733, 16835
	Collectible any time	Panau Tengah Bay	17635, 16771
	Collectible any time	Panau Tengah Bay	17618, 16765
	Collectible any time	Panau Tengah Bay	17587, 17056
	Collectible any time	Panau Tengah Bay	17499, 17473
	Collectible any time	Panau Tengah Bay	17838, 22406
	Collectible any time	Panau Tengah Bay	17810, 23141
	Collectible any time	Selatan Archipelago	17574, 25266
	Collectible any time	East Tanah Raya	19349, 14354
	Collectible any time	East Tanah Raya	19263, 14260
	Collectible any time	East Tanah Raya	19232, 14341
	Collectible any time	East Tanah Raya	19337, 14209
	Collectible any time	Panau Tengah Bay	18239, 16385
	Collectible any time	East Tanah Raya	18029, 18101
	Collectible any time	East Tanah Raya	18117, 18633
	Collectible any time	East Tanah Raya	18089, 18637
	Collectible any time	East Tanah Raya	18133, 19142
	Collectible any time	East Tanah Raya	18186, 19185
	Collectible any time	East Tanah Raya	18286, 19434
	Collectible any time	Panau Tengah Bay	18079, 21609
	Collectible any time	Panau Tengah Bay	18194, 21517
	Collectible any time	Selatan Archipelago	17996, 23897
	Collectible any time	Selatan Archipelago	18178, 23795
	Collectible any time	Selatan Archipelago	18163, 24153
	Collectible any time	Berawan Besar Mountains	18495, 8717
	Collectible any time	Panau Tengah Bay	18569, 15703
	Collectible any time	Panau Tengah Bay	18542, 15955
	Collectible any time	East Tanah Raya	18825, 20883
	Collectible any time	Selatan Archipelago	18545, 23410
	Collectible any time	Selatan Archipelago	18651, 26376
	Collectible any time	Pelaut Archipelago	19063, 5276
	Collectible any time	Berawan Besar Mountains	19351, 8955
	Collectible any time	Berawan Besar Mountains	19343, 8859
	Collectible any time	Berawan Besar Mountains	19339, 9026
	Collectible any time	Berawan Besar Mountains	19122, 8942
	Collectible any time	Panau Tengah Bay	19130, 15683
	Collectible any time	Panau Tengah Bay	19103, 15558
	Collectible any time	East Tanah Raya	19195, 15625
	Collectible any time	Panau Tengah Bay	19040, 15689
	Collectible any time	East Tanah Raya	18977, 21321
	Collectible any time	East Tanah Raya	19104, 21230
	Collectible any time	East Tanah Raya	19279, 21850
	Collectible any time	East Tanah Raya	19184, 22067
	Collectible any time	East Tanah Raya	19471, 21988
	Collectible any time	Selatan Archipelago	19482, 26396
	Collectible any time	Pelaut Archipelago	19385, 6396
	Collectible any time	Pelaut Archipelago	19440, 6245

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	19427, 6387
	Collectible any time	Pelaut Archipelago	19357, 6314
	Collectible any time	Berawan Besar Mountains	19504, 8228
	Collectible any time	Berawan Besar Mountains	19556, 8593
	Collectible any time	Berawan Besar Mountains	19255, 8032
	Collectible any time	Berawan Besar Mountains	19559, 8285
	Collectible any time	Berawan Besar Mountains	19637, 11604
	Collectible any time	Berawan Besar Mountains	19205, 11380
	Collectible any time	Berawan Besar Mountains	19247, 11122
	Collectible any time	Berawan Besar Mountains	19079, 11184
	Collectible any time	East Tanah Raya	19800, 18181
	Collectible any time	East Tanah Raya	19806, 18423
	Collectible any time	Selatan Archipelago	19706, 27383
	Collectible any time	Berawan Besar Mountains	20156, 10947
	Collectible any time	Berawan Besar Mountains	20113, 11014
	Collectible any time	Berawan Besar Mountains	20055, 10936
	Collectible any time	Berawan Besar Mountains	20146, 11012
	Collectible any time	East Tanah Raya	20182, 15903
	Collectible any time	East Tanah Raya	19847, 15911
	Collectible any time	East Tanah Raya	20092, 16039
	Collectible any time	East Tanah Raya	19928, 15872
	Collectible any time	East Tanah Raya	20108, 18664
	Collectible any time	East Tanah Raya	19894, 18649
	Collectible any time	East Tanah Raya	20136, 18837
	Collectible any time	East Tanah Raya	20120, 18960
	Collectible any time	East Tanah Raya	20219, 22525
	Collectible any time	East Tanah Raya	20195, 22604
	Collectible any time	East Tanah Raya	20266, 22492
	Collectible any time	East Tanah Raya	20230, 22553
	Collectible any time	Selatan Archipelago	20383, 24961
	Collectible any time	Selatan Archipelago	20321, 26715
	Collectible any time	Selatan Archipelago	20313, 26602
	Collectible any time	Selatan Archipelago	20368, 26607
	Collectible any time	Selatan Archipelago	20326, 26743
	Collectible any time	Selatan Archipelago	20178, 27779
	Collectible any time	Selatan Archipelago	20209, 27697
	Collectible any time	Pelaut Archipelago	20740, 5871
	Collectible any time	Pelaut Archipelago	20830, 5898
	Collectible any time	Pelaut Archipelago	20820, 5869
	Collectible any time	Pelaut Archipelago	20711, 5816
	Collectible any time	Berawan Besar Mountains	20618, 13360
	Collectible any time	East Tanah Raya	20551, 13453
	Collectible any time	Berawan Besar Mountains	20676, 13425
	Collectible any time	Berawan Besar Mountains	20683, 13516
	Collectible any time	East Tanah Raya	20721, 16388
	Collectible any time	East Tanah Raya	20635, 16411
	Collectible any time	East Tanah Raya	20696, 16369
	Collectible any time	East Tanah Raya	20762, 16365
	Collectible any time	East Tanah Raya	20769, 20554
	Collectible any time	East Tanah Raya	20709, 20576
	Collectible any time	East Tanah Raya	20848, 20662



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	20834, 20631
	Collectible any time	Berawan Besar Mountains	21200, 11690
	Collectible any time	Berawan Besar Mountains	21061, 11622
	Collectible any time	Berawan Besar Mountains	21094, 11660
	Collectible any time	Berawan Besar Mountains	21021, 11562
	Collectible any time	Berawan Besar Mountains	21047, 12047
	Collectible any time	Berawan Besar Mountains	21246, 12262
	Collectible any time	Berawan Besar Mountains	21093, 13886
	Collectible any time	East Tanah Raya	21148, 21926
	Collectible any time	East Tanah Raya	21244, 22010
	Collectible any time	East Tanah Raya	20887, 22123
	Collectible any time	Pelaut Archipelago	21841, 6469
	Collectible any time	Berawan Besar Mountains	21877, 11206
	Collectible any time	Berawan Besar Mountains	21891, 10970
	Collectible any time	Berawan Besar Mountains	21783, 10982
	Collectible any time	Berawan Besar Mountains	21893, 11215
	Collectible any time	Berawan Besar Mountains	21743, 12282
	Collectible any time	Berawan Besar Mountains	21711, 12276
	Collectible any time	Berawan Besar Mountains	21735, 12263
	Collectible any time	Berawan Besar Mountains	21813, 12766
	Collectible any time	Berawan Besar Mountains	21811, 12796
	Collectible any time	Berawan Besar Mountains	21844, 12939
	Collectible any time	Berawan Besar Mountains	21791, 13005
	Collectible any time	East Tanah Raya	22207, 16243
	Collectible any time	East Tanah Raya	22114, 16242
	Collectible any time	East Tanah Raya	22136, 16390
	Collectible any time	East Tanah Raya	22055, 16306
	Collectible any time	East Tanah Raya	21766, 17427
	Collectible any time	East Tanah Raya	21792, 19675
	Collectible any time	East Tanah Raya	21818, 19774
	Collectible any time	East Tanah Raya	21835, 19718
	Collectible any time	East Tanah Raya	21772, 19677
	Collectible any time	Selatan Archipelago	21765, 26216
	Collectible any time	Selatan Archipelago	21770, 29790
	Collectible any time	East Tanah Raya	22312, 16703
	Collectible any time	East Tanah Raya	22285, 16727
	Collectible any time	East Tanah Raya	22256, 16730
	Collectible any time	East Tanah Raya	22247, 16745
	Collectible any time	East Tanah Raya	22083, 23323
	Collectible any time	East Tanah Raya	22176, 23324
	Collectible any time	East Tanah Raya	22373, 23198
	Collectible any time	East Tanah Raya	22261, 23396
	Collectible any time	East Tanah Raya	22314, 23345
	Collectible any time	Selatan Archipelago	22394, 26823
	Collectible any time	Selatan Archipelago	22381, 26742
	Collectible any time	Selatan Archipelago	22220, 26626
	Collectible any time	Selatan Archipelago	22284, 26635
	Collectible any time	Selatan Archipelago	22239, 26686
	Collectible any time	Selatan Archipelago	22472, 26610
	Collectible any time	Selatan Archipelago	21684, 30385
	Collectible any time	Selatan Archipelago	21623, 30252
	Collectible any time	Selatan Archipelago	21617, 30311
	Collectible any time	Selatan Archipelago	21884, 30245

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	23332, 19100
	Collectible any time	Pelaut Archipelago	23744, 4454
	Collectible any time	Pelaut Archipelago	23817, 4454
	Collectible any time	Pelaut Archipelago	23496, 4562
	Collectible any time	Pelaut Archipelago	23503, 4287
	Collectible any time	Pelaut Archipelago	23752, 4471
	Collectible any time	Pelaut Archipelago	23354, 4245
	Collectible any time	Pelaut Archipelago	23469, 4934
	Collectible any time	Pelaut Archipelago	23727, 5120
	Collectible any time	Pelaut Archipelago	23726, 5026
	Collectible any time	Pelaut Archipelago	23571, 4991
	Collectible any time	Berawan Besar Mountains	23353, 12972
	Collectible any time	Berawan Besar Mountains	23294, 12936
	Collectible any time	Berawan Besar Mountains	23192, 12973
	Collectible any time	Berawan Besar Mountains	23374, 12896
	Collectible any time	Berawan Besar Mountains	22992, 13767
	Collectible any time	Berawan Besar Mountains	23022, 13743
	Collectible any time	Berawan Besar Mountains	23042, 13742
	Collectible any time	Berawan Besar Mountains	23039, 13761
	Collectible any time	East Tanah Raya	23332, 19100
	Collectible any time	East Tanah Raya	23431, 19606
	Collectible any time	East Tanah Raya	23229, 20977
	Collectible any time	Selatan Archipelago	23124, 27141
	Collectible any time	Selatan Archipelago	23139, 27160
	Collectible any time	Selatan Archipelago	23120, 27126
	Collectible any time	Selatan Archipelago	23135, 27182
	Collectible any time	Selatan Archipelago	23339, 28664
	Collectible any time	Selatan Archipelago	23591, 28072
	Collectible any time	Berawan Besar Mountains	24127, 10875
	Collectible any time	Berawan Besar Mountains	24172, 10908
	Collectible any time	Berawan Besar Mountains	24211, 10988
	Collectible any time	Berawan Besar Mountains	24199, 10897
	Collectible any time	East Tanah Raya	23678, 15125
	Collectible any time	East Tanah Raya	23592, 15112
	Collectible any time	East Tanah Raya	23664, 19657
	Collectible any time	Selatan Archipelago	23455, 26278
	Collectible any time	Selatan Archipelago	23554, 26111
	Collectible any time	Selatan Archipelago	23622, 27236
	Collectible any time	Selatan Archipelago	23979, 28305
	Collectible any time	Selatan Archipelago	23957, 28794
	Collectible any time	Selatan Archipelago	24006, 30104
	Collectible any time	Berawan Besar Mountains	24554, 10455
	Collectible any time	Berawan Besar Mountains	24518, 10534
	Collectible any time	Berawan Besar Mountains	24538, 10553
	Collectible any time	Berawan Besar Mountains	24453, 10507
	Collectible any time	East Tanah Raya	24498, 18119
	Collectible any time	East Tanah Raya	24108, 19452
	Collectible any time	East Tanah Raya	24048, 20216
	Collectible any time	Selatan Archipelago	24274, 24806
	Collectible any time	Selatan Archipelago	24228, 26083
	Collectible any time	Selatan Archipelago	24341, 26060
	Collectible any time	Selatan Archipelago	24416, 28114
	Collectible any time	Selatan Archipelago	24440, 28014
	Collectible any time	Selatan Archipelago	24399, 30411



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Selatan Archipelago	24217, 31160
	Collectible any time	Selatan Archipelago	24139, 31117
	Collectible any time	Pelaut Archipelago	24833, 3547
	Collectible any time	Pelaut Archipelago	24879, 3252
	Collectible any time	Pelaut Archipelago	24743, 3559
	Collectible any time	East Tanah Raya	24508, 18642
	Collectible any time	East Tanah Raya	24521, 18667
	Collectible any time	East Tanah Raya	24607, 18708
	Collectible any time	East Tanah Raya	24565, 18695
	Collectible any time	East Tanah Raya	24766, 19711
	Collectible any time	East Tanah Raya	24719, 20530
	Collectible any time	East Tanah Raya	24643, 20594
	Collectible any time	Selatan Archipelago	24710, 26568
	Collectible any time	Selatan Archipelago	24848, 27130
	Collectible any time	Selatan Archipelago	24738, 27080
	Collectible any time	Pelaut Archipelago	25223, 5492
	Collectible any time	Pelaut Archipelago	25271, 5594
	Collectible any time	Pelaut Archipelago	25156, 7220
	Collectible any time	Pelaut Archipelago	25093, 7264
	Collectible any time	Pelaut Archipelago	25055, 7229
	Collectible any time	East Tanah Raya	25166, 18578
	Collectible any time	East Tanah Raya	25288, 19205
	Collectible any time	East Tanah Raya	25581, 20504
	Collectible any time	East Tanah Raya	25613, 20440
	Collectible any time	Selatan Archipelago	25260, 31336
	Collectible any time	Selatan Archipelago	25479, 31150
	Collectible any time	Selatan Archipelago	25463, 31088
	Collectible any time	Pelaut Archipelago	25840, 3427
	Collectible any time	Pelaut Archipelago	25907, 3157
	Collectible any time	Pelaut Archipelago	25806, 3438
	Collectible any time	Pelaut Archipelago	25862, 3323
	Collectible any time	Pelaut Archipelago	26212, 4780
	Collectible any time	Pelaut Archipelago	26031, 4877
	Collectible any time	Pelaut Archipelago	26183, 4854
	Collectible any time	Pelaut Archipelago	26203, 4814
	Collectible any time	Pelaut Archipelago	25806, 5947
	Collectible any time	Pelaut Archipelago	26012, 6173
	Collectible any time	Pelaut Archipelago	25887, 6287
	Collectible any time	Pelaut Archipelago	25999, 6265
	Collectible any time	Pelaut Archipelago	25969, 6156
	Collectible any time	East Tanah Raya	25917, 19572
	Collectible any time	East Tanah Raya	25870, 20119
	Collectible any time	East Tanah Raya	25800, 20143
	Collectible any time	Selatan Archipelago	25846, 25794
	Collectible any time	Selatan Archipelago	25871, 25606
	Collectible any time	Selatan Archipelago	25717, 25856
	Collectible any time	Selatan Archipelago	25840, 25759
	Collectible any time	Selatan Archipelago	25814, 30129
	Collectible any time	Selatan Archipelago	25849, 30172
	Collectible any time	Selatan Archipelago	25723, 30192
	Collectible any time	Selatan Archipelago	25802, 30208
	Collectible any time	Pelaut Archipelago	26377, 2217
	Collectible any time	Pelaut Archipelago	26438, 5421

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	26320, 5395
	Collectible any time	Pelaut Archipelago	26343, 5418
	Collectible any time	Pelaut Archipelago	26463, 5501
	Collectible any time	Pelaut Archipelago	26109, 6439
	Collectible any time	Pelaut Archipelago	26038, 6528
	Collectible any time	Pelaut Archipelago	26275, 6620
	Collectible any time	Pelaut Archipelago	26175, 6532
	Collectible any time	East Tanah Raya	26226, 20090
	Collectible any time	Selatan Archipelago	26527, 27043
	Collectible any time	Selatan Archipelago	26465, 26995
	Collectible any time	Selatan Archipelago	26525, 26962
	Collectible any time	Selatan Archipelago	26330, 30558
	Collectible any time	Selatan Archipelago	26236, 30476
	Collectible any time	Selatan Archipelago	26451, 30669
	Collectible any time	Pelaut Archipelago	26768, 6882
	Collectible any time	Pelaut Archipelago	26807, 11337
	Collectible any time	East Tanah Raya	27133, 16723
	Collectible any time	East Tanah Raya	27161, 16700
	Collectible any time	Selatan Archipelago	26840, 27344
	Collectible any time	Pelaut Archipelago	27462, 6663
	Collectible any time	Pelaut Archipelago	27462, 6708
	Collectible any time	Pelaut Archipelago	27509, 6661
	Collectible any time	Pelaut Archipelago	27508, 6621
	Collectible any time	Pelaut Archipelago	27462, 6621
	Collectible any time	Pelaut Archipelago	27509, 6708
	Collectible any time	Pelaut Archipelago	27296, 7718
	Collectible any time	Pelaut Archipelago	27253, 7718
	Collectible any time	Pelaut Archipelago	27484, 8054
	Collectible any time	Pelaut Archipelago	27741, 8087
	Collectible any time	Pelaut Archipelago	27585, 8157
	Collectible any time	Pelaut Archipelago	27512, 8051
	Collectible any time	Pelaut Archipelago	27496, 8062
	Collectible any time	Pelaut Archipelago	27639, 8149
	Collectible any time	Pelaut Archipelago	27489, 8763
	Collectible any time	Pelaut Archipelago	27547, 8820
	Collectible any time	Pelaut Archipelago	27660, 8809
	Collectible any time	Pelaut Archipelago	27562, 8864
	Collectible any time	Pelaut Archipelago	27780, 9462
	Collectible any time	Pelaut Archipelago	27793, 9406
	Collectible any time	Pelaut Archipelago	27818, 9419
	Collectible any time	Pelaut Archipelago	27765, 9439
	Collectible any time	Pelaut Archipelago	27704, 9429
	Collectible any time	East Tanah Raya	27629, 13567
	Collectible any time	East Tanah Raya	27723, 13579
	Collectible any time	East Tanah Raya	27571, 13510
	Collectible any time	East Tanah Raya	27227, 15534
	Collectible any time	East Tanah Raya	27182, 15702
	Collectible any time	East Tanah Raya	27556, 17286
	Collectible any time	East Tanah Raya	27531, 17296
	Collectible any time	East Tanah Raya	27595, 17223
	Collectible any time	East Tanah Raya	27546, 17239
	Collectible any time	East Tanah Raya	27415, 18518
	Collectible any time	East Tanah Raya	27334, 18448



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	27524, 19621
	Collectible any time	East Tanah Raya	27612, 19283
	Collectible any time	East Tanah Raya	27676, 19623
	Collectible any time	East Tanah Raya	27233, 20034
	Collectible any time	Selatan Archipelago	27626, 30017
	Collectible any time	Selatan Archipelago	27539, 29922
	Collectible any time	Selatan Archipelago	27556, 29980
	Collectible any time	Pelaut Archipelago	28141, 5765
	Collectible any time	Pelaut Archipelago	28013, 5830
	Collectible any time	Pelaut Archipelago	27962, 5748
	Collectible any time	Pelaut Archipelago	28240, 5713
	Collectible any time	East Tanah Raya	27870, 12212
	Collectible any time	East Tanah Raya	27798, 18778
	Collectible any time	East Tanah Raya	27895, 18677
	Collectible any time	Pelaut Archipelago	28308, 8560
	Collectible any time	Pelaut Archipelago	28348, 8552
	Collectible any time	Pelaut Archipelago	28241, 9536
	Collectible any time	Pelaut Archipelago	28219, 11145
	Collectible any time	Pelaut Archipelago	28036, 11447
	Collectible any time	Pelaut Archipelago	28211, 11093
	Collectible any time	Pelaut Archipelago	27951, 11304
	Collectible any time	East Tanah Raya	28602, 14398
	Collectible any time	East Tanah Raya	28692, 17464
	Collectible any time	East Tanah Raya	28854, 17517
	Collectible any time	East Tanah Raya	28782, 17570
	Collectible any time	East Tanah Raya	28851, 17407
	Collectible any time	Selatan Archipelago	28099, 31245
	Collectible any time	Selatan Archipelago	28150, 31312
	Collectible any time	Selatan Archipelago	28235, 31331
	Collectible any time	Pelaut Archipelago	28626, 7895
	Collectible any time	Pelaut Archipelago	28749, 7894
	Collectible any time	Pelaut Archipelago	28582, 7925
	Collectible any time	Pelaut Archipelago	28690, 7893
	Collectible any time	Pelaut Archipelago	28710, 8919
	Collectible any time	Pelaut Archipelago	28624, 8866
	Collectible any time	East Tanah Raya	28993, 14065
	Collectible any time	East Tanah Raya	28996, 14039
	Collectible any time	East Tanah Raya	29165, 14701
	Collectible any time	East Tanah Raya	29153, 14454
	Collectible any time	East Tanah Raya	28752, 14580
	Collectible any time	East Tanah Raya	28814, 14824
	Collectible any time	East Tanah Raya	28844, 14673
	Collectible any time	East Tanah Raya	28671, 14778
	Collectible any time	East Tanah Raya	28761, 14468
	Collectible any time	East Tanah Raya	28794, 15651
	Collectible any time	East Tanah Raya	29019, 19056
	Collectible any time	Selatan Archipelago	28840, 28029
	Collectible any time	Selatan Archipelago	28927, 28094
	Collectible any time	Selatan Archipelago	28855, 28065
	Collectible any time	Selatan Archipelago	28654, 30558
	Collectible any time	Selatan Archipelago	28593, 30439
	Collectible any time	Selatan Archipelago	28605, 30379

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	29441, 16923
	Collectible any time	East Tanah Raya	29216, 17026
	Collectible any time	East Tanah Raya	29476, 21276
	Collectible any time	Selatan Archipelago	29281, 29328
	Collectible any time	Selatan Archipelago	29164, 29291
	Collectible any time	Selatan Archipelago	29275, 29352
	Collectible any time	Pelaut Archipelago	29790, 2919
	Collectible any time	East Tanah Raya	29765, 17176
	Collectible any time	East Tanah Raya	29778, 17073
	Collectible any time	East Tanah Raya	30017, 19628
	Collectible any time	East Tanah Raya	29783, 19702
	Collectible any time	East Tanah Raya	30102, 19691
	Collectible any time	East Tanah Raya	29853, 19476
	Collectible any time	Selatan Archipelago	29846, 24774
	Collectible any time	Selatan Archipelago	30167, 27001
	Collectible any time	Selatan Archipelago	30387, 27033
	Collectible any time	Selatan Archipelago	30113, 26953
	Collectible any time	Selatan Archipelago	30172, 27782
	Collectible any time	East Tanah Raya	30336, 18525
	Collectible any time	Selatan Archipelago	30631, 28740
	Collectible any time	Selatan Archipelago	30631, 28762
	Collectible any time	Pelaut Archipelago	31413, 7334
	Collectible any time	Pelaut Archipelago	31905, 12100

## VEHICLE PARTS

✓	Mission	Region	PDA Coordinates (X, Y)
	Airport Troubles	Ramal Rakyat Islands	9472, 13326
	Airport Troubles	Ramal Rakyat Islands	9939, 12521
	Airport Troubles	Ramal Rakyat Islands	9624, 12669
	Airport Troubles	Ramal Rakyat Islands	9642, 12514
	Airport Troubles	Ramal Rakyat Islands	9290, 12686
	Mile High Club	Pelaut Archipelago	29579, 11485
	River Runs Red	Lautan Lama Desert	8390, 19663
	River Runs Red	Lautan Lama Desert	8348, 21171
	Save the Forest	Senjakala Islands	15348, 25860
	Save the Forest	Senjakala Islands	15470, 25975
	Save the Forest	Senjakala Islands	15316, 25715
	Save the Forest	Senjakala Islands	15411, 25849
	Save the Forest	Senjakala Islands	15417, 26030
	Save the Forest	Senjakala Islands	15341, 25773
	Stranded	West Tanah Raya	3263, 3062
	Stranded	West Tanah Raya	2282, 2237
	Stranded	West Tanah Raya	2158, 2081
	Chemical Heist	East Tanah Raya	19415, 12465
	Taking Care of the Dishes	East Tanah Raya	23361, 17187
	Taking Care of the Dishes	East Tanah Raya	23087, 17370
	Taking Care of the Dishes	East Tanah Raya	23516, 17480
	Taking Care of the Dishes	East Tanah Raya	23236, 17633



✓	Mission	Region	PDA Coordinates (X, Y)
	Can I Get a Witness?	Lautan Lama Desert	7547, 27756
	Fry Me to the Moon	East Tanah Raya	30218, 14227
	Fry Me to the Moon	East Tanah Raya	29843, 13594
	Fry Me to the Moon	East Tanah Raya	30188, 14197
	Fry Me to the Moon	East Tanah Raya	29732, 14395
	Slippin' and Sliding	Berawan Besar Mountains	23725, 13664
	Slippin' and Sliding	Berawan Besar Mountains	23761, 13595
	Slippin' and Sliding	East Tanah Raya	24323, 14754
	Slippin' and Sliding	East Tanah Raya	24679, 14763
	Slippin' and Sliding	East Tanah Raya	24331, 14847
	Black Gold	Lautan Lama Desert	823, 22504
	Black Gold	Lautan Lama Desert	823, 22476
	Welcome to Panau	Berawan Besar Mountains	14788, 9587
	Welcome to Panau	Berawan Besar Mountains	15200, 9202
	Welcome to Panau	Berawan Besar Mountains	15395, 9239
	Welcome to Panau	Berawan Besar Mountains	15281, 9152
	Casino Bust	East Tanah Raya	18574, 17822
	Casino Bust	East Tanah Raya	18499, 17731
	Casino Bust	East Tanah Raya	18555, 17842
	Casino Bust	East Tanah Raya	18480, 17751
	The White Tiger	Ramal Rakyat Islands	8674, 23122
	The White Tiger	Ramal Rakyat Islands	10413, 23493
	The White Tiger	Panau Tengah Bay	12017, 23242
	The White Tiger	Panau Tengah Bay	11985, 23240
	The White Tiger	Panau Tengah Bay	12057, 23253
	Mountain Rescue	Berawan Besar Mountains	21191, 9201
	Mountain Rescue	Berawan Besar Mountains	21131, 9756
	Mountain Rescue	Berawan Besar Mountains	21339, 9505
	Mountain Rescue	Berawan Besar Mountains	21059, 9190
	Mountain Rescue	Berawan Besar Mountains	20979, 9229
	Mountain Rescue	Berawan Besar Mountains	21166, 8890
	Three Kings	Senjakala Islands	3664, 31639
	Three Kings	Senjakala Islands	3589, 31492
	Into the Den	Selatan Archipelago	29815, 30008
	Into the Den	Selatan Archipelago	29946, 30232
	Into the Den	Selatan Archipelago	30243, 30348
	Into the Den	Selatan Archipelago	30214, 30498
	Collectible any time	Ramal Rakyat Islands	4884, 15453
	Collectible any time	Ramal Rakyat Islands	4490, 15146
	Collectible any time	Ramal Rakyat Islands	4532, 15719
	Collectible any time	Ramal Rakyat Islands	4538, 15252
	Collectible any time	Ramal Rakyat Islands	2689, 15116
	Collectible any time	Ramal Rakyat Islands	2871, 14867
	Collectible any time	Ramal Rakyat Islands	2767, 15223
	Collectible any time	Ramal Rakyat Islands	3131, 14706
	Collectible any time	West Tanah Raya	4578, 11006
	Collectible any time	West Tanah Raya	4425, 11003
	Collectible any time	West Tanah Raya	4536, 11237
	Collectible any time	West Tanah Raya	4229, 11186
	Collectible any time	West Tanah Raya	3710, 11868
	Collectible any time	West Tanah Raya	3296, 11929
	Collectible any time	West Tanah Raya	3041, 11682
	Collectible any time	West Tanah Raya	3153, 12074
	Oil for Blood	Pelaut Archipelago	28010, 6863

✓	Mission	Region	PDA Coordinates (X, Y)
	Oil for Blood	Pelaut Archipelago	27884, 7108
	Oil for Blood	Pelaut Archipelago	27989, 7008
	Paradise Valley	Selatan Archipelago	19125, 25826
	Paradise Valley	Selatan Archipelago	19232, 25731
	Paradise Valley	Selatan Archipelago	19223, 25761
	Free Trade	Ramal Rakyat Islands	1439, 13432
	Free Trade	Ramal Rakyat Islands	1411, 13412
	Free Trade	Ramal Rakyat Islands	1413, 13344
	Pilgrimage	West Tanah Raya	9154, 6594
	Pilgrimage	West Tanah Raya	9283, 6646
	Pilgrimage	West Tanah Raya	9345, 6581
	Power Surge	East Tanah Raya	25562, 17933
	Power Surge	East Tanah Raya	25478, 17997
	Power Surge	East Tanah Raya	25467, 18056
	Boys with Toys	Senjakala Islands	13397, 29047
	Boys with Toys	Senjakala Islands	13335, 29037
	Boys with Toys	Senjakala Islands	13409, 29076
	Rocket Science	Berawan Besar Mountains	17042, 9335
	A Second Amendment	Lautan Lama Desert	5607, 27417
	A Second Amendment	Lautan Lama Desert	5834, 27467
	A Second Amendment	Lautan Lama Desert	5619, 27501
	Chemical Compound	Panau Tengah Bay	12931, 25255
	Chemical Compound	Panau Tengah Bay	13041, 25350
	Chemical Compound	Panau Tengah Bay	12902, 25269
	Collectible any time	Lautan Lama Desert	1175, 23312
	Collectible any time	Lautan Lama Desert	1175, 23284
	Collectible any time	Senjakala Islands	2140, 29879
	Collectible any time	Senjakala Islands	2108, 29920
	Collectible any time	Senjakala Islands	2348, 29992
	Collectible any time	Senjakala Islands	2350, 29898
	Collectible any time	Senjakala Islands	2698, 31324
	Collectible any time	West Tanah Raya	2903, 11124
	Collectible any time	Lautan Lama Desert	2752, 21090
	Collectible any time	Lautan Lama Desert	2747, 21183
	Collectible any time	Lautan Lama Desert	2697, 21269
	Collectible any time	Lautan Lama Desert	2648, 22788
	Collectible any time	Lautan Lama Desert	2855, 22834
	Collectible any time	Lautan Lama Desert	2645, 22739
	Collectible any time	Lautan Lama Desert	2782, 22750
	Collectible any time	Lautan Lama Desert	3251, 22461
	Collectible any time	Lautan Lama Desert	3542, 24685
	Collectible any time	Lautan Lama Desert	3611, 24798
	Collectible any time	Lautan Lama Desert	3841, 20204
	Collectible any time	Lautan Lama Desert	3868, 20051
	Collectible any time	Lautan Lama Desert	4018, 20122
	Collectible any time	Senjakala Islands	3920, 29899
	Collectible any time	Senjakala Islands	4032, 30421
	Collectible any time	Lautan Lama Desert	4376, 21075
	Collectible any time	Lautan Lama Desert	4395, 21256
	Collectible any time	Lautan Lama Desert	4134, 21001



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Lautan Lama Desert	4325, 21251
	Collectible any time	Lautan Lama Desert	4585, 22380
	Collectible any time	Lautan Lama Desert	4469, 22626
	Collectible any time	Lautan Lama Desert	4441, 22281
	Collectible any time	Senjakala Islands	4405, 29698
	Collectible any time	Senjakala Islands	4505, 30343
	Collectible any time	Senjakala Islands	4274, 31410
	Collectible any time	Senjakala Islands	4353, 31413
	Collectible any time	Lautan Lama Desert	4822, 19393
	Collectible any time	Lautan Lama Desert	4749, 19396
	Collectible any time	Senjakala Islands	4868, 31641
	Collectible any time	Lautan Lama Desert	5597, 18877
	Collectible any time	Lautan Lama Desert	5255, 23886
	Collectible any time	Lautan Lama Desert	5337, 23878
	Collectible any time	Lautan Lama Desert	5434, 23853
	Collectible any time	Senjakala Islands	5563, 31035
	Collectible any time	Senjakala Islands	5255, 31650
	Collectible any time	Lautan Lama Desert	5420, 19708
	Collectible any time	Lautan Lama Desert	5966, 24973
	Collectible any time	Lautan Lama Desert	5788, 24933
	Collectible any time	Lautan Lama Desert	6016, 24903
	Collectible any time	Lautan Lama Desert	6204, 26001
	Collectible any time	Lautan Lama Desert	5976, 27023
	Collectible any time	Senjakala Islands	5806, 29532
	Collectible any time	Senjakala Islands	5881, 29535
	Collectible any time	Senjakala Islands	5843, 29541
	Collectible any time	Senjakala Islands	5784, 29520
	Collectible any time	Lautan Lama Desert	6478, 19989
	Collectible any time	Lautan Lama Desert	6620, 19937
	Collectible any time	Lautan Lama Desert	6466, 21394
	Collectible any time	Lautan Lama Desert	6397, 24318
	Collectible any time	Lautan Lama Desert	6768, 27263
	Collectible any time	Lautan Lama Desert	6978, 21934
	Collectible any time	Lautan Lama Desert	6992, 22069
	Collectible any time	Lautan Lama Desert	6910, 22082
	Collectible any time	Lautan Lama Desert	7044, 22055
	Collectible any time	Lautan Lama Desert	6968, 23827
	Collectible any time	Lautan Lama Desert	6743, 25528
	Collectible any time	Lautan Lama Desert	6846, 25526
	Collectible any time	Lautan Lama Desert	6842, 25478
	Collectible any time	West Tanah Raya	7448, 8171
	Collectible any time	Lautan Lama Desert	7434, 19214
	Collectible any time	Lautan Lama Desert	7346, 19261
	Collectible any time	Lautan Lama Desert	7332, 19178
	Collectible any time	Lautan Lama Desert	7318, 19189
	Collectible any time	Lautan Lama Desert	7509, 22666
	Collectible any time	Lautan Lama Desert	7497, 23802
	Collectible any time	Lautan Lama Desert	7591, 24324
	Collectible any time	Lautan Lama Desert	7534, 24953
	Collectible any time	Lautan Lama Desert	7140, 26044
	Collectible any time	Lautan Lama Desert	7474, 25793
	Collectible any time	Lautan Lama Desert	7514, 28589
	Collectible any time	Lautan Lama Desert	7451, 28694

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Lautan Lama Desert	7808, 18618
	Collectible any time	Lautan Lama Desert	7806, 18568
	Collectible any time	Lautan Lama Desert	7805, 18599
	Collectible any time	Lautan Lama Desert	7953, 18507
	Collectible any time	Lautan Lama Desert	7998, 25611
	Collectible any time	Lautan Lama Desert	7958, 25708
	Collectible any time	Ramal Rakyat Islands	8692, 19004
	Collectible any time	Lautan Lama Desert	8535, 18961
	Collectible any time	Ramal Rakyat Islands	8664, 20482
	Collectible any time	Ramal Rakyat Islands	8585, 20524
	Collectible any time	Ramal Rakyat Islands	8408, 21620
	Collectible any time	Ramal Rakyat Islands	8466, 22013
	Collectible any time	Ramal Rakyat Islands	8479, 21634
	Collectible any time	Ramal Rakyat Islands	8403, 22000
	Collectible any time	Lautan Lama Desert	8111, 22921
	Collectible any time	Lautan Lama Desert	8193, 22915
	Collectible any time	Lautan Lama Desert	8471, 24124
	Collectible any time	West Tanah Raya	8914, 1308
	Collectible any time	West Tanah Raya	8914, 1336
	Collectible any time	West Tanah Raya	8996, 7864
	Collectible any time	West Tanah Raya	8992, 7842
	Collectible any time	West Tanah Raya	8996, 7884
	Collectible any time	West Tanah Raya	8984, 7904
	Collectible any time	West Tanah Raya	8705, 9617
	Collectible any time	West Tanah Raya	8725, 9333
	Collectible any time	West Tanah Raya	8607, 9347
	Collectible any time	West Tanah Raya	9096, 10034
	Collectible any time	West Tanah Raya	9183, 10325
	Collectible any time	Lautan Lama Desert	8851, 26193
	Collectible any time	Lautan Lama Desert	8843, 26122
	Collectible any time	Lautan Lama Desert	9092, 27019
	Collectible any time	West Tanah Raya	9397, 4909
	Collectible any time	West Tanah Raya	9329, 4968
	Collectible any time	West Tanah Raya	9452, 5856
	Collectible any time	West Tanah Raya	9336, 7624
	Collectible any time	West Tanah Raya	9137, 8886
	Collectible any time	West Tanah Raya	9601, 10556
	Collectible any time	West Tanah Raya	9349, 11764
	Collectible any time	West Tanah Raya	9275, 11679
	Collectible any time	Ramal Rakyat Islands	9422, 14251
	Collectible any time	Ramal Rakyat Islands	9498, 18239
	Collectible any time	Ramal Rakyat Islands	9211, 18357
	Collectible any time	Ramal Rakyat Islands	9932, 18499
	Collectible any time	Ramal Rakyat Islands	9153, 18509
	Collectible any time	Ramal Rakyat Islands	9318, 21969
	Collectible any time	Ramal Rakyat Islands	9210, 21878
	Collectible any time	Senjakala Islands	9045, 28034
	Collectible any time	Senjakala Islands	9856, 28409
	Collectible any time	Senjakala Islands	9208, 28079
	Collectible any time	Lautan Lama Desert	8954, 27783
	Collectible any time	West Tanah Raya	10203, 4450
	Collectible any time	West Tanah Raya	10150, 4456
	Collectible any time	West Tanah Raya	9759, 6501
	Collectible any time	West Tanah Raya	9905, 7084



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	West Tanah Raya	10135, 9272
	Collectible any time	West Tanah Raya	9880, 9924
	Collectible any time	West Tanah Raya	10074, 10202
	Collectible any time	Ramal Rakyat Islands	10208, 18554
	Collectible any time	Ramal Rakyat Islands	9955, 20549
	Collectible any time	Ramal Rakyat Islands	9932, 20522
	Collectible any time	Ramal Rakyat Islands	9896, 20506
	Collectible any time	Ramal Rakyat Islands	9992, 20536
	Collectible any time	Ramal Rakyat Islands	9762, 21579
	Collectible any time	Ramal Rakyat Islands	9754, 21604
	Collectible any time	Ramal Rakyat Islands	9787, 21591
	Collectible any time	Ramal Rakyat Islands	9774, 21621
	Collectible any time	Lautan Lama Desert	9573, 25863
	Collectible any time	Lautan Lama Desert	9489, 25916
	Collectible any time	West Tanah Raya	10645, 3659
	Collectible any time	West Tanah Raya	10574, 3718
	Collectible any time	West Tanah Raya	10409, 5954
	Collectible any time	West Tanah Raya	10456, 10399
	Collectible any time	Ramal Rakyat Islands	10591, 17028
	Collectible any time	Ramal Rakyat Islands	10480, 18925
	Collectible any time	Ramal Rakyat Islands	10481, 18877
	Collectible any time	Ramal Rakyat Islands	10391, 20953
	Collectible any time	Ramal Rakyat Islands	10282, 22717
	Collectible any time	Ramal Rakyat Islands	10306, 22810
	Collectible any time	Ramal Rakyat Islands	10417, 22700
	Collectible any time	Ramal Rakyat Islands	10577, 25030
	Collectible any time	Lautan Lama Desert	10446, 26027
	Collectible any time	Lautan Lama Desert	10346, 26185
	Collectible any time	West Tanah Raya	11252, 3745
	Collectible any time	West Tanah Raya	11056, 7680
	Collectible any time	West Tanah Raya	11073, 7734
	Collectible any time	West Tanah Raya	10941, 8285
	Collectible any time	West Tanah Raya	10871, 8237
	Collectible any time	West Tanah Raya	10870, 8255
	Collectible any time	West Tanah Raya	10969, 8189
	Collectible any time	West Tanah Raya	11384, 8977
	Collectible any time	West Tanah Raya	11249, 9325
	Collectible any time	West Tanah Raya	11172, 10068
	Collectible any time	Ramal Rakyat Islands	11053, 10615
	Collectible any time	Ramal Rakyat Islands	11202, 11157
	Collectible any time	Ramal Rakyat Islands	11250, 11128
	Collectible any time	Ramal Rakyat Islands	10731, 19980
	Collectible any time	Ramal Rakyat Islands	11022, 21297
	Collectible any time	Ramal Rakyat Islands	10931, 21255
	Collectible any time	Ramal Rakyat Islands	10993, 21326
	Collectible any time	Ramal Rakyat Islands	11067, 22067
	Collectible any time	Ramal Rakyat Islands	11106, 22137
	Collectible any time	Ramal Rakyat Islands	11165, 22223
	Collectible any time	Senjakala Islands	10948, 28601
	Collectible any time	Senjakala Islands	11068, 28485
	Collectible any time	West Tanah Raya	11619, 1039
	Collectible any time	West Tanah Raya	11619, 1011
	Collectible any time	West Tanah Raya	11918, 4768
	Collectible any time	West Tanah Raya	11806, 4867

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	West Tanah Raya	11744, 4805
	Collectible any time	West Tanah Raya	11864, 4677
	Collectible any time	Ramal Rakyat Islands	11560, 9939
	Collectible any time	Ramal Rakyat Islands	11536, 10009
	Collectible any time	Ramal Rakyat Islands	11627, 9937
	Collectible any time	Ramal Rakyat Islands	11547, 12472
	Collectible any time	Ramal Rakyat Islands	11509, 14989
	Collectible any time	Ramal Rakyat Islands	11500, 14962
	Collectible any time	Ramal Rakyat Islands	11639, 21819
	Collectible any time	Senjakala Islands	11618, 28141
	Collectible any time	Senjakala Islands	11578, 28253
	Collectible any time	Senjakala Islands	11597, 28094
	Collectible any time	Senjakala Islands	11550, 28069
	Collectible any time	West Tanah Raya	11857, 3148
	Collectible any time	West Tanah Raya	11948, 4273
	Collectible any time	West Tanah Raya	11963, 8492
	Collectible any time	West Tanah Raya	12019, 8503
	Collectible any time	Ramal Rakyat Islands	12033, 9029
	Collectible any time	Ramal Rakyat Islands	12073, 10892
	Collectible any time	Panau Tengah Bay	12260, 25236
	Collectible any time	Panau Tengah Bay	12249, 25125
	Collectible any time	Panau Tengah Bay	12195, 25190
	Collectible any time	Panau Tengah Bay	12184, 25206
	Collectible any time	Panau Tengah Bay	12300, 27437
	Collectible any time	Panau Tengah Bay	12268, 27468
	Collectible any time	West Tanah Raya	12458, 3901
	Collectible any time	West Tanah Raya	12560, 4179
	Collectible any time	Berawan Besar Mountains	13083, 6771
	Collectible any time	Berawan Besar Mountains	13040, 6851
	Collectible any time	Berawan Besar Mountains	12336, 7421
	Collectible any time	Berawan Besar Mountains	12316, 9302
	Collectible any time	Ramal Rakyat Islands	12133, 9385
	Collectible any time	Berawan Besar Mountains	12610, 9307
	Collectible any time	Ramal Rakyat Islands	12680, 10392
	Collectible any time	Ramal Rakyat Islands	12694, 10345
	Collectible any time	Ramal Rakyat Islands	12286, 11362
	Collectible any time	Panau Tengah Bay	12514, 25949
	Collectible any time	Panau Tengah Bay	12553, 26086
	Collectible any time	Panau Tengah Bay	12649, 26104
	Collectible any time	West Tanah Raya	13259, 3212
	Collectible any time	West Tanah Raya	13258, 3435
	Collectible any time	Berawan Besar Mountains	13031, 7114
	Collectible any time	Berawan Besar Mountains	12943, 7272
	Collectible any time	Berawan Besar Mountains	12970, 7451
	Collectible any time	Berawan Besar Mountains	13115, 7256
	Collectible any time	Berawan Besar Mountains	12886, 9263
	Collectible any time	Ramal Rakyat Islands	13130, 10773
	Collectible any time	Ramal Rakyat Islands	13042, 11561
	Collectible any time	Ramal Rakyat Islands	13015, 11565
	Collectible any time	Ramal Rakyat Islands	13147, 11524
	Collectible any time	Ramal Rakyat Islands	12952, 11564
	Collectible any time	Panau Tengah Bay	12838, 19118



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Panau Tengah Bay	12905, 19076
	Collectible any time	Panau Tengah Bay	12905, 19211
	Collectible any time	Panau Tengah Bay	12926, 19066
	Collectible any time	Panau Tengah Bay	13387, 24805
	Collectible any time	Panau Tengah Bay	13253, 24956
	Collectible any time	Senjakala Islands	13197, 31201
	Collectible any time	Senjakala Islands	13256, 31146
	Collectible any time	Panau Tengah Bay	13552, 20841
	Collectible any time	Panau Tengah Bay	13620, 21083
	Collectible any time	Panau Tengah Bay	13454, 22841
	Collectible any time	Panau Tengah Bay	13510, 22809
	Collectible any time	Panau Tengah Bay	13463, 22909
	Collectible any time	Panau Tengah Bay	13500, 22894
	Collectible any time	Panau Tengah Bay	13683, 25119
	Collectible any time	Panau Tengah Bay	13514, 26277
	Collectible any time	Senjakala Islands	13460, 29881
	Collectible any time	Senjakala Islands	13438, 30269
	Collectible any time	Berawan Besar Mountains	14034, 3738
	Collectible any time	Berawan Besar Mountains	13692, 7679
	Collectible any time	Berawan Besar Mountains	13634, 7734
	Collectible any time	Berawan Besar Mountains	13605, 7840
	Collectible any time	Berawan Besar Mountains	14204, 8741
	Collectible any time	Ramal Rakyat Islands	14253, 11482
	Collectible any time	Senjakala Islands	14208, 27719
	Collectible any time	Senjakala Islands	14236, 27725
	Collectible any time	Senjakala Islands	14191, 27776
	Collectible any time	Senjakala Islands	14243, 27761
	Collectible any time	Senjakala Islands	13930, 29518
	Collectible any time	Senjakala Islands	14149, 29605
	Collectible any time	Berawan Besar Mountains	14413, 6994
	Collectible any time	Berawan Besar Mountains	14660, 6949
	Collectible any time	Berawan Besar Mountains	14428, 7013
	Collectible any time	Berawan Besar Mountains	14735, 6997
	Collectible any time	Berawan Besar Mountains	14301, 7978
	Collectible any time	Ramal Rakyat Islands	14777, 10922
	Collectible any time	Ramal Rakyat Islands	14531, 11459
	Collectible any time	Panau Tengah Bay	14421, 17444
	Collectible any time	Panau Tengah Bay	14497, 17154
	Collectible any time	Panau Tengah Bay	14419, 17389
	Collectible any time	Panau Tengah Bay	14281, 17406
	Collectible any time	Senjakala Islands	14780, 25762
	Collectible any time	Senjakala Islands	14731, 25752
	Collectible any time	Senjakala Islands	14503, 26286
	Collectible any time	Senjakala Islands	14526, 26336
	Collectible any time	Senjakala Islands	14531, 26275
	Collectible any time	Senjakala Islands	14593, 26331
	Collectible any time	Senjakala Islands	14544, 28300
	Collectible any time	Senjakala Islands	14722, 28508
	Collectible any time	West Tanah Raya	15013, 3116
	Collectible any time	West Tanah Raya	15021, 3113
	Collectible any time	Berawan Besar Mountains	14973, 6795
	Collectible any time	Ramal Rakyat Islands	14816, 11503
	Collectible any time	Panau Tengah Bay	15226, 23050

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Panau Tengah Bay	15392, 22486
	Collectible any time	Pelaut Archipelago	15962, 3345
	Collectible any time	Pelaut Archipelago	15967, 3416
	Collectible any time	Pelaut Archipelago	16019, 3285
	Collectible any time	Pelaut Archipelago	15901, 3390
	Collectible any time	Pelaut Archipelago	15849, 4382
	Collectible any time	Pelaut Archipelago	15899, 4331
	Collectible any time	Berawan Besar Mountains	15863, 7455
	Collectible any time	Berawan Besar Mountains	15862, 7484
	Collectible any time	Panau Tengah Bay	15931, 12837
	Collectible any time	Panau Tengah Bay	15979, 12747
	Collectible any time	Panau Tengah Bay	16098, 12727
	Collectible any time	Panau Tengah Bay	15982, 12825
	Collectible any time	Panau Tengah Bay	15959, 22233
	Collectible any time	Panau Tengah Bay	16059, 22179
	Collectible any time	Selatan Archipelago	16131, 23321
	Collectible any time	Panau Tengah Bay	15909, 23179
	Collectible any time	Selatan Archipelago	16134, 23568
	Collectible any time	Selatan Archipelago	16081, 23378
	Collectible any time	Senjakala Islands	15793, 27666
	Collectible any time	Pelaut Archipelago	16502, 3218
	Collectible any time	Pelaut Archipelago	16293, 4256
	Collectible any time	Berawan Besar Mountains	16473, 7349
	Collectible any time	Berawan Besar Mountains	16543, 7389
	Collectible any time	Berawan Besar Mountains	16582, 7441
	Collectible any time	Berawan Besar Mountains	16529, 7319
	Collectible any time	Panau Tengah Bay	16581, 16451
	Collectible any time	Panau Tengah Bay	16630, 16478
	Collectible any time	Panau Tengah Bay	16829, 21604
	Collectible any time	Panau Tengah Bay	16795, 21499
	Collectible any time	Panau Tengah Bay	16830, 21571
	Collectible any time	Panau Tengah Bay	16843, 21516
	Collectible any time	Panau Tengah Bay	17143, 12232
	Collectible any time	Panau Tengah Bay	17180, 12398
	Collectible any time	Panau Tengah Bay	17279, 12370
	Collectible any time	Panau Tengah Bay	17228, 12363
	Collectible any time	Panau Tengah Bay	17232, 14037
	Collectible any time	Panau Tengah Bay	17035, 13531
	Collectible any time	Panau Tengah Bay	17511, 14766
	Collectible any time	Panau Tengah Bay	17531, 14970
	Collectible any time	Panau Tengah Bay	17484, 15001
	Collectible any time	Panau Tengah Bay	17263, 16812
	Collectible any time	Panau Tengah Bay	17264, 16783
	Collectible any time	Panau Tengah Bay	17270, 16833
	Collectible any time	East Tanah Raya	17182, 17240
	Collectible any time	Panau Tengah Bay	17187, 17226
	Collectible any time	East Tanah Raya	17271, 18048
	Collectible any time	East Tanah Raya	17158, 18208
	Collectible any time	Panau Tengah Bay	17257, 21201
	Collectible any time	Panau Tengah Bay	17314, 21070
	Collectible any time	Selatan Archipelago	17111, 23178
	Collectible any time	Selatan Archipelago	17310, 25602
	Collectible any time	Selatan Archipelago	17362, 26587
	Collectible any time	Selatan Archipelago	17217, 26581



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Selatan Archipelago	17536, 26465
	Collectible any time	Selatan Archipelago	17167, 28051
	Collectible any time	Selatan Archipelago	17276, 28038
	Collectible any time	Selatan Archipelago	17213, 28067
	Collectible any time	Selatan Archipelago	17235, 28056
	Collectible any time	Panau Tengah Bay	17585, 14031
	Collectible any time	Panau Tengah Bay	17658, 15374
	Collectible any time	Panau Tengah Bay	17669, 15911
	Collectible any time	Panau Tengah Bay	17670, 16718
	Collectible any time	Panau Tengah Bay	17605, 17315
	Collectible any time	Panau Tengah Bay	17477, 21644
	Collectible any time	Panau Tengah Bay	17810, 22306
	Collectible any time	Panau Tengah Bay	17798, 22595
	Collectible any time	Selatan Archipelago	17838, 25222
	Collectible any time	Selatan Archipelago	17543, 25353
	Collectible any time	East Tanah Raya	19295, 14195
	Collectible any time	East Tanah Raya	19330, 14262
	Collectible any time	East Tanah Raya	19328, 14367
	Collectible any time	East Tanah Raya	19377, 14302
	Collectible any time	Panau Tengah Bay	18189, 15867
	Collectible any time	Panau Tengah Bay	18209, 16323
	Collectible any time	East Tanah Raya	18161, 18703
	Collectible any time	East Tanah Raya	18108, 19395
	Collectible any time	East Tanah Raya	18072, 19516
	Collectible any time	Panau Tengah Bay	18185, 21706
	Collectible any time	Panau Tengah Bay	18292, 21661
	Collectible any time	Selatan Archipelago	18190, 23827
	Collectible any time	Selatan Archipelago	18147, 23971
	Collectible any time	Selatan Archipelago	18058, 24139
	Collectible any time	Berawan Besar Mountains	18561, 8370
	Collectible any time	Panau Tengah Bay	18596, 15713
	Collectible any time	Panau Tengah Bay	18691, 16348
	Collectible any time	East Tanah Raya	18317, 20211
	Collectible any time	Panau Tengah Bay	18420, 22829
	Collectible any time	Selatan Archipelago	18457, 23383
	Collectible any time	Selatan Archipelago	18682, 26291
	Collectible any time	Pelaut Archipelago	18973, 5227
	Collectible any time	Berawan Besar Mountains	19268, 8847
	Collectible any time	Berawan Besar Mountains	19191, 8863
	Collectible any time	Berawan Besar Mountains	19257, 8900
	Collectible any time	Berawan Besar Mountains	19289, 8901
	Collectible any time	Panau Tengah Bay	19048, 15595
	Collectible any time	Panau Tengah Bay	19073, 15645
	Collectible any time	Panau Tengah Bay	19071, 15721
	Collectible any time	Panau Tengah Bay	19128, 15559
	Collectible any time	East Tanah Raya	18973, 21230
	Collectible any time	East Tanah Raya	19041, 21320
	Collectible any time	East Tanah Raya	19463, 22040
	Collectible any time	East Tanah Raya	19347, 22085
	Collectible any time	Pelaut Archipelago	19500, 6316
	Collectible any time	Pelaut Archipelago	19352, 6242
	Collectible any time	Pelaut Archipelago	19495, 6288
	Collectible any time	Pelaut Archipelago	19459, 6335
	Collectible any time	Berawan Besar Mountains	19664, 8350

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	19556, 8186
	Collectible any time	Berawan Besar Mountains	19574, 8547
	Collectible any time	Berawan Besar Mountains	19530, 8545
	Collectible any time	Berawan Besar Mountains	19300, 11508
	Collectible any time	Berawan Besar Mountains	19616, 11626
	Collectible any time	Berawan Besar Mountains	19224, 11477
	Collectible any time	Berawan Besar Mountains	19279, 11467
	Collectible any time	East Tanah Raya	19661, 18179
	Collectible any time	East Tanah Raya	19835, 18467
	Collectible any time	Selatan Archipelago	19854, 27222
	Collectible any time	Berawan Besar Mountains	20119, 10915
	Collectible any time	Berawan Besar Mountains	20019, 11027
	Collectible any time	Berawan Besar Mountains	20043, 10944
	Collectible any time	Berawan Besar Mountains	20091, 10891
	Collectible any time	East Tanah Raya	19970, 15957
	Collectible any time	East Tanah Raya	20166, 18712
	Collectible any time	East Tanah Raya	20161, 18852
	Collectible any time	East Tanah Raya	20068, 18619
	Collectible any time	East Tanah Raya	20020, 18627
	Collectible any time	East Tanah Raya	20249, 22545
	Collectible any time	East Tanah Raya	20256, 22585
	Collectible any time	East Tanah Raya	20289, 22537
	Collectible any time	East Tanah Raya	20307, 22555
	Collectible any time	Selatan Archipelago	20285, 24948
	Collectible any time	Selatan Archipelago	20290, 26606
	Collectible any time	Selatan Archipelago	20272, 26642
	Collectible any time	Selatan Archipelago	20216, 26647
	Collectible any time	Selatan Archipelago	20233, 26597
	Collectible any time	Pelaut Archipelago	20834, 5701
	Collectible any time	Pelaut Archipelago	20716, 5772
	Collectible any time	Pelaut Archipelago	20682, 5966
	Collectible any time	Pelaut Archipelago	20683, 5861
	Collectible any time	East Tanah Raya	20588, 13508
	Collectible any time	Berawan Besar Mountains	20715, 13485
	Collectible any time	East Tanah Raya	20639, 13483
	Collectible any time	Berawan Besar Mountains	20552, 13428
	Collectible any time	East Tanah Raya	20527, 16517
	Collectible any time	East Tanah Raya	20815, 16424
	Collectible any time	East Tanah Raya	20673, 16518
	Collectible any time	East Tanah Raya	20502, 16459
	Collectible any time	East Tanah Raya	20751, 20645
	Collectible any time	East Tanah Raya	20650, 20782
	Collectible any time	East Tanah Raya	20681, 20641
	Collectible any time	East Tanah Raya	20640, 20683
	Collectible any time	Selatan Archipelago	20445, 26318
	Collectible any time	Berawan Besar Mountains	21085, 11633
	Collectible any time	Berawan Besar Mountains	21121, 11616
	Collectible any time	Berawan Besar Mountains	21103, 11520
	Collectible any time	Berawan Besar Mountains	21033, 11664
	Collectible any time	Berawan Besar Mountains	21258, 12278
	Collectible any time	Berawan Besar Mountains	21249, 12266
	Collectible any time	East Tanah Raya	21180, 15011
	Collectible any time	East Tanah Raya	21233, 15007



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	21283, 14923
	Collectible any time	Berawan Besar Mountains	21231, 14906
	Collectible any time	East Tanah Raya	21319, 22096
	Collectible any time	East Tanah Raya	21155, 21932
	Collectible any time	East Tanah Raya	21256, 22180
	Collectible any time	Berawan Besar Mountains	22034, 11003
	Collectible any time	Berawan Besar Mountains	22017, 11032
	Collectible any time	Berawan Besar Mountains	21958, 11011
	Collectible any time	Berawan Besar Mountains	22043, 11031
	Collectible any time	Berawan Besar Mountains	21906, 13151
	Collectible any time	East Tanah Raya	22110, 16356
	Collectible any time	East Tanah Raya	22081, 16333
	Collectible any time	East Tanah Raya	22176, 16274
	Collectible any time	East Tanah Raya	22203, 16336
	Collectible any time	East Tanah Raya	21922, 17255
	Collectible any time	East Tanah Raya	21773, 19818
	Collectible any time	East Tanah Raya	21876, 19717
	Collectible any time	East Tanah Raya	21848, 19807
	Collectible any time	East Tanah Raya	21881, 19685
	Collectible any time	Selatan Archipelago	21730, 26165
	Collectible any time	Selatan Archipelago	21704, 26095
	Collectible any time	Selatan Archipelago	21787, 29728
	Collectible any time	Selatan Archipelago	21707, 29700
	Collectible any time	East Tanah Raya	22276, 23506
	Collectible any time	East Tanah Raya	22167, 23457
	Collectible any time	East Tanah Raya	22171, 23188
	Collectible any time	East Tanah Raya	21962, 23453
	Collectible any time	East Tanah Raya	22176, 23324
	Collectible any time	Selatan Archipelago	22181, 26977
	Collectible any time	Selatan Archipelago	22237, 26812
	Collectible any time	Selatan Archipelago	22233, 26927
	Collectible any time	Selatan Archipelago	22043, 26726
	Collectible any time	Selatan Archipelago	22302, 26797
	Collectible any time	Selatan Archipelago	22323, 26776
	Collectible any time	Selatan Archipelago	21880, 30371
	Collectible any time	Selatan Archipelago	21686, 30290
	Collectible any time	Selatan Archipelago	21528, 30312
	Collectible any time	Selatan Archipelago	21729, 30356
	Collectible any time	East Tanah Raya	23295, 19151
	Collectible any time	Pelaut Archipelago	23270, 4567
	Collectible any time	Pelaut Archipelago	23315, 4579
	Collectible any time	Pelaut Archipelago	23329, 4246
	Collectible any time	Pelaut Archipelago	23807, 4472
	Collectible any time	Pelaut Archipelago	23573, 4791
	Collectible any time	Pelaut Archipelago	23407, 5112
	Collectible any time	Pelaut Archipelago	23410, 5057
	Collectible any time	Pelaut Archipelago	23292, 4817
	Collectible any time	Berawan Besar Mountains	23257, 12912
	Collectible any time	Berawan Besar Mountains	23291, 12867
	Collectible any time	Berawan Besar Mountains	23307, 13010
	Collectible any time	Berawan Besar Mountains	23354, 12944
	Collectible any time	Berawan Besar Mountains	23019, 13791
	Collectible any time	Berawan Besar Mountains	23159, 13711

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	23181, 13748
	Collectible any time	Berawan Besar Mountains	23163, 13801
	Collectible any time	East Tanah Raya	23295, 19151
	Collectible any time	East Tanah Raya	23475, 19591
	Collectible any time	East Tanah Raya	23186, 21150
	Collectible any time	Selatan Archipelago	23069, 27131
	Collectible any time	Selatan Archipelago	23046, 27108
	Collectible any time	Selatan Archipelago	23129, 27067
	Collectible any time	Selatan Archipelago	23071, 27075
	Collectible any time	Selatan Archipelago	23417, 28374
	Collectible any time	Selatan Archipelago	23515, 28391
	Collectible any time	Selatan Archipelago	23302, 28329
	Collectible any time	Selatan Archipelago	23617, 28215
	Collectible any time	Berawan Besar Mountains	24088, 10975
	Collectible any time	Berawan Besar Mountains	24052, 11014
	Collectible any time	Berawan Besar Mountains	24030, 10807
	Collectible any time	Berawan Besar Mountains	24067, 10810
	Collectible any time	East Tanah Raya	23632, 15150
	Collectible any time	East Tanah Raya	23710, 15175
	Collectible any time	East Tanah Raya	23922, 18584
	Collectible any time	East Tanah Raya	23721, 19579
	Collectible any time	East Tanah Raya	23768, 19631
	Collectible any time	Selatan Archipelago	23557, 26313
	Collectible any time	Selatan Archipelago	23624, 27114
	Collectible any time	Selatan Archipelago	23975, 28250
	Collectible any time	Selatan Archipelago	24005, 28825
	Collectible any time	Selatan Archipelago	24125, 28887
	Collectible any time	Berawan Besar Mountains	24553, 10466
	Collectible any time	Berawan Besar Mountains	24531, 10411
	Collectible any time	Berawan Besar Mountains	24592, 10456
	Collectible any time	Berawan Besar Mountains	24530, 10441
	Collectible any time	East Tanah Raya	24141, 19313
	Collectible any time	East Tanah Raya	24079, 20108
	Collectible any time	Selatan Archipelago	24172, 24913
	Collectible any time	Selatan Archipelago	24325, 28144
	Collectible any time	Selatan Archipelago	24542, 30354
	Collectible any time	Selatan Archipelago	24086, 31231
	Collectible any time	Selatan Archipelago	24160, 31232
	Collectible any time	Pelaut Archipelago	24736, 3597
	Collectible any time	Pelaut Archipelago	24838, 3612
	Collectible any time	East Tanah Raya	24650, 18679
	Collectible any time	East Tanah Raya	24601, 18564
	Collectible any time	East Tanah Raya	24661, 18548
	Collectible any time	East Tanah Raya	24574, 18551
	Collectible any time	East Tanah Raya	24735, 19634
	Collectible any time	East Tanah Raya	24724, 20638
	Collectible any time	East Tanah Raya	24535, 20689
	Collectible any time	Selatan Archipelago	24761, 26535
	Collectible any time	Selatan Archipelago	24696, 26445
	Collectible any time	Selatan Archipelago	24713, 27178
	Collectible any time	Pelaut Archipelago	25332, 5418
	Collectible any time	Pelaut Archipelago	25285, 5532
	Collectible any time	Pelaut Archipelago	25253, 5459
	Collectible any time	Pelaut Archipelago	25200, 7213



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	25190, 7329
	Collectible any time	East Tanah Raya	25607, 20496
	Collectible any time	East Tanah Raya	25560, 20462
	Collectible any time	Selatan Archipelago	25528, 31413
	Collectible any time	Selatan Archipelago	25532, 31412
	Collectible any time	Pelaut Archipelago	25792, 3421
	Collectible any time	Pelaut Archipelago	25677, 3460
	Collectible any time	Pelaut Archipelago	25762, 3515
	Collectible any time	Pelaut Archipelago	25775, 3427
	Collectible any time	Pelaut Archipelago	26021, 4748
	Collectible any time	Pelaut Archipelago	26041, 4795
	Collectible any time	Pelaut Archipelago	25987, 4826
	Collectible any time	Pelaut Archipelago	26073, 4720
	Collectible any time	Pelaut Archipelago	25793, 5889
	Collectible any time	Pelaut Archipelago	25930, 6148
	Collectible any time	Pelaut Archipelago	25866, 6232
	Collectible any time	Pelaut Archipelago	25903, 6206
	Collectible any time	Pelaut Archipelago	25949, 6211
	Collectible any time	East Tanah Raya	25648, 18409
	Collectible any time	East Tanah Raya	25616, 19010
	Collectible any time	East Tanah Raya	25984, 19434
	Collectible any time	East Tanah Raya	26042, 20298
	Collectible any time	East Tanah Raya	26091, 20366
	Collectible any time	Selatan Archipelago	25819, 25527
	Collectible any time	Selatan Archipelago	25873, 25659
	Collectible any time	Selatan Archipelago	25819, 25611
	Collectible any time	Selatan Archipelago	25851, 25762
	Collectible any time	Selatan Archipelago	25794, 30083
	Collectible any time	Selatan Archipelago	25812, 30090
	Collectible any time	Selatan Archipelago	25780, 30072
	Collectible any time	Selatan Archipelago	25782, 30153
	Collectible any time	Selatan Archipelago	25779, 30117
	Collectible any time	Pelaut Archipelago	26407, 2209
	Collectible any time	Pelaut Archipelago	26407, 2181
	Collectible any time	Pelaut Archipelago	26316, 5473
	Collectible any time	Pelaut Archipelago	26376, 5343
	Collectible any time	Pelaut Archipelago	26316, 5424
	Collectible any time	Pelaut Archipelago	26275, 6763
	Collectible any time	Pelaut Archipelago	26179, 6825
	Collectible any time	Pelaut Archipelago	26194, 6720
	Collectible any time	Pelaut Archipelago	26218, 6843
	Collectible any time	East Tanah Raya	26417, 19234
	Collectible any time	East Tanah Raya	26146, 20036
	Collectible any time	Selatan Archipelago	26568, 27053
	Collectible any time	Selatan Archipelago	26507, 27031
	Collectible any time	Selatan Archipelago	26364, 30665
	Collectible any time	Selatan Archipelago	26333, 30631
	Collectible any time	Pelaut Archipelago	26780, 6794
	Collectible any time	Pelaut Archipelago	27170, 6745
	Collectible any time	Pelaut Archipelago	26777, 11345
	Collectible any time	East Tanah Raya	27120, 15378
	Collectible any time	East Tanah Raya	27119, 15477
	Collectible any time	East Tanah Raya	27130, 16625
	Collectible any time	East Tanah Raya	27287, 16585

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Selatan Archipelago	26674, 27075
	Collectible any time	Pelaut Archipelago	27589, 6610
	Collectible any time	Pelaut Archipelago	27589, 6520
	Collectible any time	Pelaut Archipelago	27317, 7676
	Collectible any time	Pelaut Archipelago	27216, 7660
	Collectible any time	Pelaut Archipelago	27542, 8106
	Collectible any time	Pelaut Archipelago	27665, 8155
	Collectible any time	Pelaut Archipelago	27540, 8711
	Collectible any time	Pelaut Archipelago	27442, 8707
	Collectible any time	Pelaut Archipelago	27562, 8714
	Collectible any time	Pelaut Archipelago	27480, 8878
	Collectible any time	East Tanah Raya	27651, 13605
	Collectible any time	East Tanah Raya	27664, 13576
	Collectible any time	East Tanah Raya	27674, 13443
	Collectible any time	East Tanah Raya	27440, 17200
	Collectible any time	East Tanah Raya	27507, 17214
	Collectible any time	East Tanah Raya	27488, 17231
	Collectible any time	East Tanah Raya	27437, 17279
	Collectible any time	East Tanah Raya	27272, 18531
	Collectible any time	East Tanah Raya	27389, 18456
	Collectible any time	East Tanah Raya	27589, 19301
	Collectible any time	East Tanah Raya	27665, 19639
	Collectible any time	East Tanah Raya	27566, 19457
	Collectible any time	East Tanah Raya	27172, 20078
	Collectible any time	Selatan Archipelago	27542, 30099
	Collectible any time	Selatan Archipelago	27546, 30004
	Collectible any time	Pelaut Archipelago	28459, 5901
	Collectible any time	Pelaut Archipelago	28341, 5766
	Collectible any time	Pelaut Archipelago	28452, 5767
	Collectible any time	Pelaut Archipelago	28432, 5807
	Collectible any time	East Tanah Raya	27748, 18794
	Collectible any time	East Tanah Raya	27848, 18684
	Collectible any time	Pelaut Archipelago	28358, 8511
	Collectible any time	Pelaut Archipelago	28354, 8979
	Collectible any time	Pelaut Archipelago	28308, 8905
	Collectible any time	Pelaut Archipelago	28360, 8948
	Collectible any time	Pelaut Archipelago	28213, 9582
	Collectible any time	Pelaut Archipelago	28119, 9602
	Collectible any time	Pelaut Archipelago	28241, 9519
	Collectible any time	Pelaut Archipelago	28263, 9556
	Collectible any time	Pelaut Archipelago	28166, 11269
	Collectible any time	Pelaut Archipelago	27951, 11294
	Collectible any time	Pelaut Archipelago	28094, 11227
	Collectible any time	Pelaut Archipelago	28212, 11197
	Collectible any time	East Tanah Raya	28762, 17497
	Collectible any time	East Tanah Raya	28708, 17663
	Collectible any time	East Tanah Raya	28740, 17656
	Collectible any time	East Tanah Raya	28703, 17519
	Collectible any time	Selatan Archipelago	28136, 31261
	Collectible any time	Selatan Archipelago	28519, 31435
	Collectible any time	Selatan Archipelago	28680, 31215
	Collectible any time	Pelaut Archipelago	29165, 7885
	Collectible any time	Pelaut Archipelago	29209, 7885

CHARACTERS

FIELD GUIDE TO PANAU

WEAPONS

VEHICLES

EXPLORING PANAU

AGENCY MISSIONS

STRONGHOLD TAKEOVERS

FACTION MISSIONS

CHALLENGES

COLLECTIBLES

ACHIEVEMENTS



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	29165, 7848
	Collectible any time	Pelaut Archipelago	28719, 8871
	Collectible any time	Pelaut Archipelago	28645, 8772
	Collectible any time	East Tanah Raya	28687, 13741
	Collectible any time	East Tanah Raya	29080, 13886
	Collectible any time	East Tanah Raya	29117, 14083
	Collectible any time	East Tanah Raya	29157, 14666
	Collectible any time	East Tanah Raya	29194, 14706
	Collectible any time	East Tanah Raya	28910, 14856
	Collectible any time	East Tanah Raya	28750, 14553
	Collectible any time	East Tanah Raya	28746, 14815
	Collectible any time	East Tanah Raya	28956, 14864
	Collectible any time	East Tanah Raya	28904, 14851
	Collectible any time	East Tanah Raya	28749, 15658
	Collectible any time	East Tanah Raya	29081, 19084
	Collectible any time	Selatan Archipelago	28898, 28149
	Collectible any time	Selatan Archipelago	28656, 30438
	Collectible any time	Selatan Archipelago	28603, 30450
	Collectible any time	East Tanah Raya	29504, 16833
	Collectible any time	East Tanah Raya	29354, 16902
	Collectible any time	East Tanah Raya	29506, 21241
	Collectible any time	East Tanah Raya	29506, 21268
	Collectible any time	Selatan Archipelago	29213, 29360
	Collectible any time	Selatan Archipelago	29320, 29308
	Collectible any time	Selatan Archipelago	29336, 29275
	Collectible any time	Pelaut Archipelago	29820, 2883
	Collectible any time	Pelaut Archipelago	29820, 2911
	Collectible any time	East Tanah Raya	30051, 17081
	Collectible any time	East Tanah Raya	29671, 17168
	Collectible any time	East Tanah Raya	29954, 19609
	Collectible any time	East Tanah Raya	29807, 19529
	Collectible any time	East Tanah Raya	29821, 19563
	Collectible any time	East Tanah Raya	30039, 19792
	Collectible any time	Selatan Archipelago	29876, 24738
	Collectible any time	Selatan Archipelago	29876, 24766
	Collectible any time	Selatan Archipelago	30117, 26948
	Collectible any time	Selatan Archipelago	30173, 26965
	Collectible any time	Selatan Archipelago	30451, 26953
	Collectible any time	Selatan Archipelago	30186, 27690
	Collectible any time	Selatan Archipelago	30207, 27594
	Collectible any time	East Tanah Raya	30323, 18786
	Collectible any time	East Tanah Raya	30357, 18857
	Collectible any time	Selatan Archipelago	30669, 28769
	Collectible any time	Selatan Archipelago	30569, 28866
	Collectible any time	Pelaut Archipelago	31444, 7326
	Collectible any time	Pelaut Archipelago	31443, 7298
	Collectible any time	Pelaut Archipelago	31935, 12092
	Collectible any time	Pelaut Archipelago	31935, 12064

## CASH STASHES

✓	Mission	Region	PDA Coordinates (X, Y)
	Welcome to Panau	Berawan Besar Mountains	15368, 9311
	Welcome to Panau	Berawan Besar Mountains	15202, 9354
	Welcome to Panau	Berawan Besar Mountains	15172, 9337
	Welcome to Panau	Berawan Besar Mountains	15262, 9231
	Casino Bust	East Tanah Raya	18495, 17697
	Casino Bust	East Tanah Raya	18558, 17801
	The White Tiger	Ramal Rakyat Islands	8607, 23128
	The White Tiger	Ramal Rakyat Islands	8636, 23106
	The White Tiger	Ramal Rakyat Islands	10417, 23474
	The White Tiger	Panau Tengah Bay	12099, 23265
	Mountain Rescue	Berawan Besar Mountains	21081, 9695
	Mountain Rescue	Berawan Besar Mountains	21081, 9449
	Mountain Rescue	Berawan Besar Mountains	20784, 9797
	Mountain Rescue	Berawan Besar Mountains	21244, 9319
	Mountain Rescue	Berawan Besar Mountains	21051, 9240
	Mountain Rescue	Berawan Besar Mountains	21421, 9423
	Mountain Rescue	Berawan Besar Mountains	21378, 9475
	Three Kings	Senjakala Islands	3656, 31461
	Three Kings	Senjakala Islands	3671, 31608
	Three Kings	Senjakala Islands	3787, 31535
	Three Kings	Senjakala Islands	3720, 31398
	Into the Den	Selatan Archipelago	30179, 30531
	Into the Den	Selatan Archipelago	30052, 30409
	Into the Den	Selatan Archipelago	29976, 30349
	Into the Den	Selatan Archipelago	30276, 30284
	Panau City	Ramal Rakyat Islands	4470, 15699
	Panau City	Ramal Rakyat Islands	2998, 14931
	Panau City	West Tanah Raya	3972, 11447
	Panau City	West Tanah Raya	3677, 12226
	Oil for Blood	Pelaut Archipelago	27977, 7167
	Oil for Blood	Pelaut Archipelago	27793, 7011
	Paradise Valley	Selatan Archipelago	19078, 25879
	Paradise Valley	Selatan Archipelago	19095, 26010
	Free Trade	Ramal Rakyat Islands	1606, 13356
	Free Trade	Ramal Rakyat Islands	1577, 13345
	Pilgrimage	West Tanah Raya	9517, 6623
	Pilgrimage	West Tanah Raya	9328, 6641
	Power Surge	East Tanah Raya	25425, 18039
	Power Surge	East Tanah Raya	25509, 18004
	Boys with Toys	Senjakala Islands	13353, 29143
	Boys with Toys	Senjakala Islands	13362, 29161
	Rocket Science	Berawan Besar Mountains	17055, 9286
	Rocket Science	Berawan Besar Mountains	17041, 9236
	Rocket Science	Berawan Besar Mountains	16979, 9321
	Rocket Science	Berawan Besar Mountains	17034, 8919
	Rocket Science	Berawan Besar Mountains	17008, 9239
	A Second Amendment	Lautan Lama Desert	5757, 27487
	A Second Amendment	Lautan Lama Desert	5666, 27403
	Chemical Compound	Panau Tengah Bay	13044, 25281
	Chemical Compound	Panau Tengah Bay	12988, 25304



✓	Mission	Region	PDA Coordinates (X, Y)
	Airport Troubles	Ramal Rakyat Islands	9744, 12875
	Airport Troubles	Ramal Rakyat Islands	9664, 12675
	Airport Troubles	Ramal Rakyat Islands	9631, 12654
	Mile High Club	Pelaut Archipelago	29569, 11449
	River Runs Red	Lautan Lama Desert	8267, 19654
	River Runs Red	Lautan Lama Desert	8269, 19546
	River Runs Red	Lautan Lama Desert	8368, 20996
	River Runs Red	Lautan Lama Desert	8385, 21117
	Save the Forest	Senjakala Islands	15366, 25977
	Stranded	West Tanah Raya	2265, 2238
	Chemical Heist	East Tanah Raya	19633, 12588
	Chemical Heist	East Tanah Raya	19600, 12584
	Chemical Heist	East Tanah Raya	19690, 12535
	Chemical Heist	East Tanah Raya	19419, 12476
	Taking Care of the Dishes	East Tanah Raya	23357, 17259
	Taking Care of the Dishes	East Tanah Raya	23135, 17296
	Can I Get a Witness?	Lautan Lama Desert	7538, 27719
	Can I Get a Witness?	Lautan Lama Desert	7455, 27697
	Can I Get a Witness?	Lautan Lama Desert	7459, 27775
	Fry Me to the Moon	East Tanah Raya	30405, 13918
	Fry Me to the Moon	East Tanah Raya	29819, 13608
	Fry Me to the Moon	East Tanah Raya	30657, 13738
	Fry Me to the Moon	East Tanah Raya	28738, 12988
	Black Gold	Lautan Lama Desert	812, 22494
	Black Gold	Lautan Lama Desert	770, 22469
	Black Gold	Lautan Lama Desert	789, 22494
	Collectible any time	Berawan Besar Mountains	23830, 8783
	Collectible any time	Berawan Besar Mountains	14820, 4670
	Collectible any time	West Tanah Raya	11352, 9704
	Collectible any time	East Tanah Raya	23031, 16807
	Collectible any time	East Tanah Raya	28038, 14249
	Collectible any time	East Tanah Raya	27014, 19706
	Collectible any time	East Tanah Raya	25594, 16152
	Collectible any time	Pelaut Archipelago	23699, 3987
	Collectible any time	Lautan Lama Desert	5392, 25628
	Collectible any time	Selatan Archipelago	18219, 26723
	Collectible any time	Selatan Archipelago	21835, 29346
	Collectible any time	East Tanah Raya	22112, 23818
	Collectible any time	Berawan Besar Mountains	14182, 9568
	Collectible any time	Berawan Besar Mountains	20247, 9813
	Collectible any time	Senjakala Islands	14971, 26869
	Collectible any time	Lautan Lama Desert	6020, 21551
	Collectible any time	Selatan Archipelago	20221, 25764
	Collectible any time	Selatan Archipelago	18626, 28458
	Collectible any time	Pelaut Archipelago	23660, 5583
	Collectible any time	East Tanah Raya	30703, 17420
	Collectible any time	Berawan Besar Mountains	25517, 9572
	Collectible any time	Berawan Besar Mountains	21822, 14290
	Collectible any time	Lautan Lama Desert	7259, 23302
	Collectible any time	Ramal Rakyat Islands	17177, 11214
	Collectible any time	East Tanah Raya	19124, 19458
	Collectible any time	East Tanah Raya	22390, 18747

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	25566, 11110
	Collectible any time	Selatan Archipelago	27782, 29526
	Collectible any time	Selatan Archipelago	31022, 28986
	Collectible any time	Selatan Archipelago	25976, 28889
	Collectible any time	Selatan Archipelago	22811, 31059
	Collectible any time	Selatan Archipelago	24298, 27502
	Collectible any time	Selatan Archipelago	23661, 28970
	Collectible any time	Panau Tengah Bay	16800, 22411
	Collectible any time	Ramal Rakyat Islands	11848, 20807
	Collectible any time	Panau Tengah Bay	12578, 26434
	Collectible any time	Senjakala Islands	15753, 24354
	Collectible any time	Panau Tengah Bay	13175, 23945
	Collectible any time	Selatan Archipelago	18705, 25419
	Collectible any time	East Tanah Raya	21165, 19529
	Collectible any time	East Tanah Raya	25804, 12355
	Collectible any time	Senjakala Islands	2444, 28562
	Collectible any time	Lautan Lama Desert	4559, 25181
	Collectible any time	Berawan Besar Mountains	17956, 9421
	Collectible any time	Pelaut Archipelago	28925, 9542
	Collectible any time	East Tanah Raya	28401, 15193
	Collectible any time	East Tanah Raya	28451, 16556
	Collectible any time	Lautan Lama Desert	1141, 23302
	Collectible any time	Lautan Lama Desert	1122, 23277
	Collectible any time	Lautan Lama Desert	1164, 23302
	Collectible any time	Senjakala Islands	2036, 29832
	Collectible any time	Senjakala Islands	2365, 31087
	Collectible any time	Senjakala Islands	2261, 31492
	Collectible any time	West Tanah Raya	2809, 10972
	Collectible any time	Lautan Lama Desert	2893, 22713
	Collectible any time	Ramal Rakyat Islands	3521, 14641
	Collectible any time	Ramal Rakyat Islands	3702, 16089
	Collectible any time	Ramal Rakyat Islands	4354, 16394
	Collectible any time	Lautan Lama Desert	3924, 20088
	Collectible any time	Lautan Lama Desert	3901, 20191
	Collectible any time	Lautan Lama Desert	4036, 25031
	Collectible any time	Senjakala Islands	4047, 29916
	Collectible any time	Senjakala Islands	4071, 30302
	Collectible any time	Lautan Lama Desert	4464, 21193
	Collectible any time	Lautan Lama Desert	4328, 21136
	Collectible any time	Lautan Lama Desert	4707, 19558
	Collectible any time	Senjakala Islands	4969, 30578
	Collectible any time	Senjakala Islands	4672, 30785
	Collectible any time	Lautan Lama Desert	5382, 23841
	Collectible any time	Lautan Lama Desert	5351, 23777
	Collectible any time	Lautan Lama Desert	5205, 24877
	Collectible any time	Ramal Rakyat Islands	5483, 15660
	Collectible any time	Ramal Rakyat Islands	5768, 15876
	Collectible any time	Lautan Lama Desert	5883, 24949
	Collectible any time	Lautan Lama Desert	5766, 24831
	Collectible any time	Lautan Lama Desert	5891, 26720
	Collectible any time	Senjakala Islands	5754, 29759
	Collectible any time	Lautan Lama Desert	6469, 19880
	Collectible any time	Lautan Lama Desert	6453, 21414



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Lautan Lama Desert	6929, 22042
	Collectible any time	Lautan Lama Desert	7082, 23924
	Collectible any time	Lautan Lama Desert	6618, 25890
	Collectible any time	Lautan Lama Desert	6590, 25668
	Collectible any time	Lautan Lama Desert	7283, 19215
	Collectible any time	Lautan Lama Desert	7430, 23870
	Collectible any time	Lautan Lama Desert	7538, 23855
	Collectible any time	Lautan Lama Desert	7454, 24939
	Collectible any time	Lautan Lama Desert	6986, 26027
	Collectible any time	Senjakala Islands	7531, 28824
	Collectible any time	Lautan Lama Desert	7852, 18622
	Collectible any time	Ramal Rakyat Islands	8499, 14049
	Collectible any time	Ramal Rakyat Islands	8258, 15517
	Collectible any time	Ramal Rakyat Islands	8218, 15574
	Collectible any time	Lautan Lama Desert	8551, 18796
	Collectible any time	Ramal Rakyat Islands	8580, 21878
	Collectible any time	Lautan Lama Desert	8122, 22840
	Collectible any time	West Tanah Raya	8903, 1327
	Collectible any time	West Tanah Raya	8861, 1301
	Collectible any time	West Tanah Raya	8880, 1326
	Collectible any time	West Tanah Raya	8952, 7915
	Collectible any time	West Tanah Raya	8450, 8992
	Collectible any time	West Tanah Raya	9213, 10081
	Collectible any time	West Tanah Raya	9511, 5021
	Collectible any time	West Tanah Raya	9482, 5854
	Collectible any time	West Tanah Raya	9651, 7123
	Collectible any time	West Tanah Raya	9366, 7635
	Collectible any time	West Tanah Raya	9169, 8916
	Collectible any time	Ramal Rakyat Islands	9282, 21825
	Collectible any time	Senjakala Islands	9679, 28470
	Collectible any time	West Tanah Raya	10221, 4436
	Collectible any time	West Tanah Raya	10237, 4428
	Collectible any time	West Tanah Raya	9987, 7000
	Collectible any time	West Tanah Raya	9919, 9803
	Collectible any time	West Tanah Raya	10145, 10306
	Collectible any time	Ramal Rakyat Islands	9980, 20447
	Collectible any time	Ramal Rakyat Islands	9773, 21693
	Collectible any time	Ramal Rakyat Islands	10314, 22015
	Collectible any time	West Tanah Raya	10581, 3430
	Collectible any time	West Tanah Raya	10378, 6162
	Collectible any time	Ramal Rakyat Islands	10540, 18785
	Collectible any time	Ramal Rakyat Islands	10412, 22734
	Collectible any time	Ramal Rakyat Islands	10352, 22704
	Collectible any time	Lautan Lama Desert	10402, 26101
	Collectible any time	West Tanah Raya	11267, 3727
	Collectible any time	West Tanah Raya	10779, 7632
	Collectible any time	West Tanah Raya	10864, 8298
	Collectible any time	West Tanah Raya	11112, 8926
	Collectible any time	Ramal Rakyat Islands	11075, 11133
	Collectible any time	Ramal Rakyat Islands	10821, 19825
	Collectible any time	Ramal Rakyat Islands	10940, 21233
	Collectible any time	Ramal Rakyat Islands	10889, 21202
	Collectible any time	Ramal Rakyat Islands	11049, 22239

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Ramal Rakyat Islands	11093, 22129
	Collectible any time	West Tanah Raya	11566, 1004
	Collectible any time	West Tanah Raya	11585, 1029
	Collectible any time	West Tanah Raya	11608, 1030
	Collectible any time	West Tanah Raya	11376, 2179
	Collectible any time	West Tanah Raya	11415, 2734
	Collectible any time	West Tanah Raya	11631, 5021
	Collectible any time	West Tanah Raya	12016, 4948
	Collectible any time	Ramal Rakyat Islands	11671, 10062
	Collectible any time	Ramal Rakyat Islands	11416, 10771
	Collectible any time	Ramal Rakyat Islands	11612, 12515
	Collectible any time	Ramal Rakyat Islands	11473, 14989
	Collectible any time	Ramal Rakyat Islands	11495, 14983
	Collectible any time	Ramal Rakyat Islands	11448, 14971
	Collectible any time	Senjakala Islands	12005, 28017
	Collectible any time	West Tanah Raya	12094, 8470
	Collectible any time	Panau Tengah Bay	12186, 25251
	Collectible any time	West Tanah Raya	12609, 4150
	Collectible any time	Berawan Besar Mountains	13139, 6833
	Collectible any time	Berawan Besar Mountains	12509, 9170
	Collectible any time	West Tanah Raya	13205, 3383
	Collectible any time	Berawan Besar Mountains	13023, 7257
	Collectible any time	Ramal Rakyat Islands	12898, 11443
	Collectible any time	Panau Tengah Bay	12866, 19140
	Collectible any time	Panau Tengah Bay	13690, 21175
	Collectible any time	Panau Tengah Bay	13646, 22913
	Collectible any time	Panau Tengah Bay	13574, 26312
	Collectible any time	Senjakala Islands	13469, 30284
	Collectible any time	Senjakala Islands	13479, 30185
	Collectible any time	Berawan Besar Mountains	14084, 3792
	Collectible any time	Berawan Besar Mountains	13718, 7729
	Collectible any time	Berawan Besar Mountains	13788, 7839
	Collectible any time	Senjakala Islands	14057, 27788
	Collectible any time	Senjakala Islands	13884, 29438
	Collectible any time	Senjakala Islands	14031, 29677
	Collectible any time	Berawan Besar Mountains	14632, 7027
	Collectible any time	Ramal Rakyat Islands	14568, 11651
	Collectible any time	Panau Tengah Bay	14940, 16906
	Collectible any time	Senjakala Islands	14509, 26422
	Collectible any time	Senjakala Islands	14510, 27990
	Collectible any time	Senjakala Islands	14529, 28539
	Collectible any time	West Tanah Raya	14995, 2959
	Collectible any time	Pelaut Archipelago	16062, 3361
	Collectible any time	Berawan Besar Mountains	15834, 4577
	Collectible any time	Pelaut Archipelago	15907, 4295
	Collectible any time	Pelaut Archipelago	15891, 4341
	Collectible any time	Berawan Besar Mountains	15859, 7500
	Collectible any time	Berawan Besar Mountains	15986, 7540
	Collectible any time	Ramal Rakyat Islands	15952, 11926
	Collectible any time	Panau Tengah Bay	16173, 12839
	Collectible any time	Panau Tengah Bay	16037, 22086
	Collectible any time	Panau Tengah Bay	16206, 22045
	Collectible any time	Selatan Archipelago	15987, 23424
	Collectible any time	Senjakala Islands	15774, 27914



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	16584, 3433
	Collectible any time	Berawan Besar Mountains	16497, 7484
	Collectible any time	Panau Tengah Bay	16588, 16519
	Collectible any time	Panau Tengah Bay	16928, 21580
	Collectible any time	Panau Tengah Bay	16854, 12589
	Collectible any time	Panau Tengah Bay	16977, 13767
	Collectible any time	Panau Tengah Bay	17390, 14705
	Collectible any time	Panau Tengah Bay	17139, 16410
	Collectible any time	East Tanah Raya	17166, 18252
	Collectible any time	Panau Tengah Bay	17309, 21119
	Collectible any time	Selatan Archipelago	17498, 25809
	Collectible any time	Selatan Archipelago	17486, 26501
	Collectible any time	Selatan Archipelago	17222, 28157
	Collectible any time	Panau Tengah Bay	17732, 13963
	Collectible any time	Panau Tengah Bay	17590, 16127
	Collectible any time	Panau Tengah Bay	17706, 16760
	Collectible any time	Panau Tengah Bay	17714, 17140
	Collectible any time	Selatan Archipelago	17779, 23148
	Collectible any time	East Tanah Raya	19246, 14201
	Collectible any time	East Tanah Raya	18130, 18635
	Collectible any time	East Tanah Raya	17850, 18204
	Collectible any time	Panau Tengah Bay	18055, 21724
	Collectible any time	Panau Tengah Bay	17985, 23097
	Collectible any time	Pelaut Archipelago	18533, 7094
	Collectible any time	Pelaut Archipelago	18525, 7013
	Collectible any time	Pelaut Archipelago	18542, 7051
	Collectible any time	Pelaut Archipelago	18505, 7017
	Collectible any time	Pelaut Archipelago	18455, 7019
	Collectible any time	East Tanah Raya	18610, 19958
	Collectible any time	East Tanah Raya	18324, 20175
	Collectible any time	Pelaut Archipelago	19409, 4422
	Collectible any time	Pelaut Archipelago	19069, 5276
	Collectible any time	Berawan Besar Mountains	19161, 8923
	Collectible any time	Panau Tengah Bay	19127, 15731
	Collectible any time	East Tanah Raya	19128, 21141
	Collectible any time	Selatan Archipelago	19422, 26393
	Collectible any time	Pelaut Archipelago	19361, 6262
	Collectible any time	Berawan Besar Mountains	19410, 7974
	Collectible any time	Berawan Besar Mountains	19575, 11666
	Collectible any time	Berawan Besar Mountains	19546, 11584
	Collectible any time	Selatan Archipelago	19972, 27370
	Collectible any time	Berawan Besar Mountains	20047, 11014
	Collectible any time	East Tanah Raya	20127, 15917
	Collectible any time	East Tanah Raya	20136, 18890
	Collectible any time	East Tanah Raya	20260, 22623
	Collectible any time	Selatan Archipelago	20250, 25077
	Collectible any time	Selatan Archipelago	20275, 26694
	Collectible any time	Pelaut Archipelago	20794, 5777
	Collectible any time	Berawan Besar Mountains	20725, 13429
	Collectible any time	East Tanah Raya	20685, 20690
	Collectible any time	Berawan Besar Mountains	21056, 11562
	Collectible any time	Berawan Besar Mountains	20983, 11996
	Collectible any time	Berawan Besar Mountains	20985, 13925
	Collectible any time	East Tanah Raya	21030, 21843

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Berawan Besar Mountains	21857, 11140
	Collectible any time	Berawan Besar Mountains	21856, 12782
	Collectible any time	East Tanah Raya	22174, 16264
	Collectible any time	East Tanah Raya	21682, 17512
	Collectible any time	East Tanah Raya	21748, 19774
	Collectible any time	East Tanah Raya	21729, 21915
	Collectible any time	East Tanah Raya	21713, 21954
	Collectible any time	East Tanah Raya	21740, 21910
	Collectible any time	East Tanah Raya	22394, 23337
	Collectible any time	East Tanah Raya	22223, 23261
	Collectible any time	Selatan Archipelago	22241, 26777
	Collectible any time	Selatan Archipelago	22131, 26803
	Collectible any time	Selatan Archipelago	21857, 30298
	Collectible any time	Selatan Archipelago	21640, 30382
	Collectible any time	Pelaut Archipelago	23657, 4390
	Collectible any time	Pelaut Archipelago	23714, 4835
	Collectible any time	Berawan Besar Mountains	23222, 12914
	Collectible any time	Berawan Besar Mountains	23007, 13638
	Collectible any time	East Tanah Raya	23146, 19070
	Collectible any time	East Tanah Raya	23465, 19613
	Collectible any time	East Tanah Raya	23333, 21027
	Collectible any time	Selatan Archipelago	23110, 27036
	Collectible any time	Berawan Besar Mountains	24160, 10991
	Collectible any time	East Tanah Raya	23577, 15193
	Collectible any time	East Tanah Raya	23902, 18626
	Collectible any time	East Tanah Raya	23755, 19741
	Collectible any time	Selatan Archipelago	23787, 27151
	Collectible any time	Selatan Archipelago	23973, 28039
	Collectible any time	Selatan Archipelago	23860, 28169
	Collectible any time	Selatan Archipelago	23943, 30067
	Collectible any time	Berawan Besar Mountains	24470, 10460
	Collectible any time	East Tanah Raya	24167, 19408
	Collectible any time	East Tanah Raya	24042, 20202
	Collectible any time	Selatan Archipelago	24156, 24890
	Collectible any time	Selatan Archipelago	24326, 25860
	Collectible any time	Selatan Archipelago	24394, 28089
	Collectible any time	Selatan Archipelago	24413, 30679
	Collectible any time	Selatan Archipelago	24224, 31117
	Collectible any time	East Tanah Raya	24604, 18646
	Collectible any time	East Tanah Raya	24709, 19757
	Collectible any time	East Tanah Raya	24822, 20577
	Collectible any time	Selatan Archipelago	24647, 26726
	Collectible any time	Pelaut Archipelago	25059, 7287
	Collectible any time	East Tanah Raya	25152, 18609
	Collectible any time	East Tanah Raya	25617, 20381
	Collectible any time	Selatan Archipelago	25560, 31393
	Collectible any time	Selatan Archipelago	25412, 31456
	Collectible any time	Pelaut Archipelago	25851, 3215
	Collectible any time	Pelaut Archipelago	26163, 4778
	Collectible any time	Pelaut Archipelago	25562, 5502
	Collectible any time	Pelaut Archipelago	25598, 5529
	Collectible any time	Pelaut Archipelago	25593, 5394
	Collectible any time	Pelaut Archipelago	25622, 5459



✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	Pelaut Archipelago	25747, 5905
	Collectible any time	Pelaut Archipelago	25816, 6237
	Collectible any time	East Tanah Raya	25652, 18892
	Collectible any time	East Tanah Raya	25836, 19337
	Collectible any time	East Tanah Raya	25977, 19514
	Collectible any time	East Tanah Raya	25814, 20262
	Collectible any time	Selatan Archipelago	25849, 25593
	Collectible any time	Selatan Archipelago	25864, 30139
	Collectible any time	Pelaut Archipelago	26396, 2200
	Collectible any time	Pelaut Archipelago	26354, 2174
	Collectible any time	Pelaut Archipelago	26373, 2199
	Collectible any time	East Tanah Raya	26264, 20079
	Collectible any time	Selatan Archipelago	26523, 26920
	Collectible any time	Selatan Archipelago	26428, 30563
	Collectible any time	Selatan Archipelago	26215, 30570
	Collectible any time	Pelaut Archipelago	26829, 6827
	Collectible any time	Pelaut Archipelago	27204, 6863
	Collectible any time	Pelaut Archipelago	26798, 11312
	Collectible any time	East Tanah Raya	26920, 16632
	Collectible any time	Pelaut Archipelago	27443, 6686
	Collectible any time	Pelaut Archipelago	27546, 7947
	Collectible any time	Pelaut Archipelago	27638, 8806
	Collectible any time	Pelaut Archipelago	27824, 9492
	Collectible any time	East Tanah Raya	27667, 13613
	Collectible any time	East Tanah Raya	27231, 15528
	Collectible any time	East Tanah Raya	27797, 17265
	Collectible any time	East Tanah Raya	27270, 18438
	Collectible any time	East Tanah Raya	27644, 19504
	Collectible any time	Selatan Archipelago	27578, 30079
	Collectible any time	Selatan Archipelago	27558, 29948
	Collectible any time	Pelaut Archipelago	28073, 5852
	Collectible any time	East Tanah Raya	27886, 18792
	Collectible any time	Pelaut Archipelago	28362, 8627
	Collectible any time	Pelaut Archipelago	28328, 8980
	Collectible any time	Pelaut Archipelago	28179, 9603
	Collectible any time	Pelaut Archipelago	27996, 11239
	Collectible any time	East Tanah Raya	28627, 14195
	Collectible any time	East Tanah Raya	28561, 17768
	Collectible any time	Selatan Archipelago	28219, 31342
	Collectible any time	Pelaut Archipelago	28601, 7812
	Collectible any time	Pelaut Archipelago	28828, 8790
	Collectible any time	East Tanah Raya	28988, 14028
	Collectible any time	East Tanah Raya	29130, 14676
	Collectible any time	East Tanah Raya	28860, 14750
	Collectible any time	East Tanah Raya	28662, 15608
	Collectible any time	East Tanah Raya	28621, 15596
	Collectible any time	East Tanah Raya	29066, 19101
	Collectible any time	Selatan Archipelago	28775, 28119
	Collectible any time	Selatan Archipelago	28798, 28106
	Collectible any time	Selatan Archipelago	28608, 30523
	Collectible any time	Selatan Archipelago	28569, 30469
	Collectible any time	East Tanah Raya	29337, 16830
	Collectible any time	East Tanah Raya	29472, 21258

✓	Mission	Region	PDA Coordinates (X, Y)
	Collectible any time	East Tanah Raya	29453, 21234
	Collectible any time	East Tanah Raya	29495, 21259
	Collectible any time	Selatan Archipelago	29213, 29269
	Collectible any time	Selatan Archipelago	29213, 29285
	Collectible any time	Pelaut Archipelago	29786, 2901
	Collectible any time	Pelaut Archipelago	29809, 2902
	Collectible any time	Pelaut Archipelago	29767, 2876
	Collectible any time	East Tanah Raya	29961, 17085
	Collectible any time	East Tanah Raya	29879, 19575
	Collectible any time	Selatan Archipelago	29843, 24756
	Collectible any time	Selatan Archipelago	29865, 24756
	Collectible any time	Selatan Archipelago	29824, 24731
	Collectible any time	Selatan Archipelago	30210, 27039
	Collectible any time	Selatan Archipelago	30280, 27891
	Collectible any time	East Tanah Raya	30437, 18521
	Collectible any time	Selatan Archipelago	30628, 28808
	Collectible any time	Selatan Archipelago	30611, 28902
	Collectible any time	Pelaut Archipelago	31432, 7316
	Collectible any time	Pelaut Archipelago	31410, 7316
	Collectible any time	Pelaut Archipelago	31391, 7291
	Collectible any time	Pelaut Archipelago	31882, 12057
	Collectible any time	Pelaut Archipelago	31901, 12082
	Collectible any time	Pelaut Archipelago	31924, 12082

## CHAOS

Whenever you do something that stands up to the Panauan government, you generate Chaos. The more chaos you stir up, the weaker Panay appears. This in turn opens up more missions, which is what you need to do if you want to curry favor with the rival factions and eventually undermine Panay...right into his grave.

There are many ways to generate Chaos. The most obvious is to complete a mission. However, you also generate Chaos by eliminating high-ranking military officers and destroying government assets, such as Baby Panay statues, oil rigs, and pipelines.

## Colonels

Dismantling Baby Panay's military might is a great way to cause unrest in Panau. Eliminating Panay's top men helps achieve that goal. There are 50 colonels in Panau, each worth a bounty of \$5,000 and 1,000 Chaos.

Eliminating colonels is not an easy task. Each colonel is flanked by several grunts and elites, each ready to spring into action if you attack the colonel.





So, go into these fights heavily armed. Flying over a colonel in an attack chopper is always a sound strategy, because the armored colonels may be able to withstand a lot of SMG fire, but they stand no chance against rockets and miniguns.

We've compiled the location of all 50 colonels. Use the coordinates to zero in on each one and then go for him. Just be ready for some serious heat, because the military does not take an assassination attempt lying down.

Use this table to keep track of your kills so you can nail all 50 and reap the rewards:

**Name:** Name of the targeted colonel

**PDA Coordinates:** The x, y coordinates on your PDA. Set checkpoints at these coordinates to locate the colonel.

NOTE

### EAST TANAH RAYA

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Danyal Mail	17241, 21138
	Colonel Sulung	28739, 17583
	Colonel Usop Yeop	20745, 20676
	Colonel Jegathesan	21798, 19781
	Colonel Bamert	19145, 15716
	Colonel Wright	27337, 18466
	Colonel Bertrand	22140, 16277
	Colonel Zulkurnain	22140, 16277
	Colonel Perang Lee	26156, 20072
	Colonel Relutzu	24582, 18619

### WEST TANAH RAYA

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Abdul Ishak	4214, 11279
	Colonel Rany Kiandee	9454, 5760
	Colonel Loo Won Fui	3531, 12185
	Chaerul Tunko	3716, 11529
	Colonel Saravanan	3122, 12189
	Colonel Hamid Hitam	8554, 9310

### RAMAI RAKYAT ISLANDS

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Muhammad Yatim	4385, 15334
	Colonel Tengku Baba	1292, 14269
	Colonel Yuan	1068, 13565
	Colonel Ibrahim Ahmad	8509, 14037
	Colonel Bachtiar Saleh	4786, 15452
	Colonel Rajah Idis	3132, 14706
	Colonel Sutan	3232, 15396

### PELAULT ARCHIPELAGO

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Ranjan	19399, 6258
	Colonel Gupta	20830, 5870
	Colonel Adiputera	28040, 5716
	Colonel Baratham	26406, 5427
	Colonel Tunko Isnin	28066, 11260
	Colonel Sivanathan	25878, 3460

### SELATAN ARCHIPELAGO

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Lee Yu When	16064, 23457
	Colonel Ismail Omar	26614, 27208
	Colonel Rakyat	21758, 30338

### SENJAKALA ISLANDS

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Ruofan	5831, 29630
	Colonel Malaka	14522, 26354
	Colonel Dollah	9914, 28510
	Colonel Boon	15794, 27920
	Colonel Awang Deris	2255, 29869

### LAUTAN LAMA DESERT

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Tunko Bin Hitam	4472, 21183
	Colonel Lee Seng Sen	6774, 25519
	Colonel Mo Zuo Itik	- 7880, 18555
	Colonel Romel Naivalurua	6330, 21675
	Colonel Virgillo	- 2909, 21057
	Colonel Jejomar Isko	5351, 23777

### BERAWAN BESAR MOUNTAINS

✓	Colonel	PDA Coordinates (X, Y)
	Colonel Abdul Rahman	19137, 9061
	Colonel Ismaryanto	211087, 11645
	Colonel Azman Sherman	22922, 13772

### PANAU TENGAH BAY

✓	Colonel	PDA Coordinates (X, Y)
	Colonel John Yeo	13607, 22857
	Colonel Yoong	16115, 12779
	Colonel Siu	12286, 25201
	Colonel Che Soon	12994, 19246



## Chaos Objects

There are thousands of objects you can destroy in Panau to generate Chaos. Unload on generators, radio masts, wind turbines, propaganda vans, and more to stir up unrest. There are more than enough objects to blow up in order to unlock all of the missions and Black Market objects, but unless you obliterate every Chaos-related object, you cannot score 100-percent completion in Mercenary mode.

### TIP

Grab a fighter jet and race offshore to the oil rigs to cause massive amounts of chaos.

There are fuel depots everywhere in Panau, practically on every base.



Overload oil pipelines to rattle the government, but get back before the pipeline blows. You can be injured in the explosion.



Attack choppers are the best tools for wiping out government assets—those miniguns cause wide swaths of destruction.



Blow up gas stations to generate some quick chaos, but be ready for soldiers to fall all over themselves getting to you.

### TIP

Most gas stations have a medical kit, so if you're ever in trouble with health, drop in for a quick fix.

Broadcast towers have little armor, making them easy to destroy even with low-level weapons.



### TIP

Don't ignore the thousands of unmarked fuel drums and gas canisters all over Panau. These do not count toward your overall 100-percent goal, but each drum or canister you blow is worth 10 Chaos. This adds up over time.



Destroying any government asset raises heat, so don't do so lightly.

### CAUTION

Use these tables to chart your reign of destruction in Panau, checking off everything you blow up so that when the time comes to go for that 100-percent completion, you'll know exactly what's left to reduce to rubble and ashes. Use the checkboxes to keep track of what you've destroyed:

**PDA Coordinates:** The x, y coordinates on your PDA. Set checkpoints at these coordinates to locate the object.

### NOTE

## BABY PANAY STATUE

✓	PDA Coordinates (X, Y)
	9774, 8612
	15799, 27921
	13212, 3413
	9558, 12757
	3710, 31489
	20123, 5709
	9366, 7569
	10055, 5858
	9175, 18364
	27605, 14502
	6354, 13423
	6511, 13324
	6292, 13523
	6359, 13085
	6358, 12717

✓	PDA Coordinates (X, Y)
	3005, 14627
	3275, 14884
	4055, 14800
	3757, 15569
	19894, 27215
	26368, 16370
	19400, 7950
	2775, 10965
	11406, 19490
	3940, 11840
	2879, 11433
	3031, 12184
	3426, 11713
	3690, 12172
	3757, 12705



✓	PDA Coordinates (X, Y)
	10801, 7783
	25539, 6023
	5456, 15665
	24390, 14781
	20465, 26346
	12998, 7220
	9650, 4862
	4121, 15312
	4276, 15907
	4689, 15911
	3517, 14636
	17992, 21480
	24726, 20619
	11160, 24650
	19166, 11419
	18632, 17702
	652, 13936
	703, 13659
	988, 13541
	1200, 13603
	1335, 14473
	3237, 11380
	3585, 11413
	3717, 11620
	3830, 11275
	4293, 10887
	4615, 11332
	4412, 21144
	4706, 18821
	6759, 25523

## BIO-FUEL SHAFT

✓	PDA Coordinates (X, Y)
	13146, 6744
	21834, 17296
	29213, 29276
	6904, 21978
	25539, 31406
	28590, 30456
	21122, 9756
	8885, 27879

## BROADCAST TOWER

✓	PDA Coordinates (X, Y)
	7310, 23317
	10501, 18910
	27387, 18489
	27284, 18467
	21132, 19500
	29866, 24775
	7826, 18628

✓	PDA Coordinates (X, Y)
	4462, 22286
	7540, 24982
	25912, 20239
	17459, 14709
	15885, 4526
	28566, 17422
	9320, 6616
	16971, 13829
	9253, 21831
	30164, 14064
	15381, 9376
	4422, 30190
	3613, 16088
	27633, 7256
	9469, 5883
	28344, 19570
	17247, 17437
	21656, 30312
	19040, 21159
	5551, 12525
	5965, 13383
	5235, 12976
	5576, 31080
	9860, 10045
	23447, 5341
	24252, 28180
	26064, 4893
	21464, 15959
	19852, 16009
	6377, 21463

✓	PDA Coordinates (X, Y)
	4480, 21315
	13643, 7733
	30621, 28813
	5950, 24874
	10291, 22716
	28880, 28070
	15962, 7465

✓	PDA Coordinates (X, Y)
	7824, 18563
	16991, 16339
	21097, 13861
	28445, 5819
	28014, 5748
	24473, 10415
	24573, 10562

✓	PDA Coordinates (X, Y)
	24587, 10433
	24664, 10459
	25506, 9519
	26511, 26960
	18258, 26694
	27008, 19685
	24533, 18574
	24597, 18573
	13128, 6827
	11767, 5137
	11948, 5079
	23620, 28970
	7312, 27788
	7442, 27772
	7515, 27674
	17906, 9438
	14085, 27823
	14201, 27861
	14215, 27860
	22157, 16193
	22124, 16367
	22225, 16286
	20241, 9820
	8342, 21108
	8500, 21054
	25604, 20387
	25143, 20430
	12194, 25234
	12298, 25131
	12293, 25137
	21786, 29333
	9198, 28038
	9933, 28551
	23946, 30074
	5788, 29780
	14584, 17894
	14909, 18002
	11342, 9667
	13450, 30191
	13370, 30225
	18162, 18672
	18075, 18625
	29825, 19684
	22373, 18798
	11606, 10057
	11628, 9954
	28417, 16514
	19093, 15738
	19126, 15564
	19026, 15645
	17123, 11221
	25922, 28892
	2213, 30167

✓	PDA Coordinates (X, Y)
	2408, 29903
	2395, 29904
	2259, 29582
	14478, 26300
	14543, 26298
	27262, 7797
	28121, 31272
	21112, 11528
	21042, 11691
	21158, 11634
	21231, 11677
	18805, 8990
	19024, 8960
	18970, 9039
	19220, 8981
	24533, 30659
	26748, 27045
	20789, 21124
	23194, 12978
	23360, 12917
	23239, 12872
	9982, 13264
	9471, 13320
	8904, 1345
	25924, 6264
	25925, 6278
	30989, 28943
	23678, 5551
	29306, 29282
	2422, 28519
	20217, 25819
	26397, 2218
	6896, 22056
	5377, 23893
	5293, 23774
	5298, 23779
	16741, 22402
	18657, 28424
	25546, 16142
	14778, 4672
	23029, 6185
	13808, 30631
	13805, 30618
	20242, 26594
	20306, 26605
	20065, 26600
	16839, 8930
	26290, 30581
	8707, 9590
	11142, 22222
	11004, 22175
	11011, 22177
	5776, 27479



✓	PDA Coordinates (X, Y)
	5646, 27394
	5710, 27466
	16475, 10141
	16440, 9983
	16415, 10051
	16562, 10100
	22368, 26693
	22152, 26977
	22175, 26672
	22095, 26786
	22083, 26780
	28932, 9497
	24868, 3264
	6001, 21573
	31925, 12100
	17238, 28064
	17247, 28168
	6745, 27574
	10194, 4450
	10216, 4347
	27730, 29509
	25172, 7279
	25069, 7257
	24110, 31159
	24213, 31181
	15893, 7447
	15985, 7561
	20833, 5730
	1165, 23321
	15007, 27020
	15006, 26833
	16507, 7492
	16540, 7317
	16440, 7399
	25811, 30097
	25741, 30176
	12053, 8518
	11963, 8485
	7302, 19213
	7448, 19216
	7441, 19217
	7582, 19201
	4379, 21114
	4402, 21304
	16880, 21484
	16858, 21587
	3748, 20147
	4017, 20199
	3902, 20068
	3904, 20075
	10999, 21280
	15951, 23514
	16072, 23351

✓	PDA Coordinates (X, Y)
	22057, 23819
	24278, 27517
	27585, 29986
	22401, 27344
	18693, 25376
	13706, 22814
	13480, 22852
	13660, 22936
	16187, 12841
	15967, 12815
	11831, 20820
	13349, 29135
	13401, 29059
	24146, 24796
	24211, 24793
	24615, 25231
	20022, 11024
	20169, 10925
	20040, 10911
	22244, 23237
	22231, 23238
	22111, 23427
	10876, 8283
	10980, 8180
	10976, 8186
	20731, 13462
	20557, 13429
	20638, 13530
	12612, 26403
	23022, 16759
	13728, 7728
	13686, 7896
	27522, 8880
	27481, 8825
	27487, 8829
	27504, 8827
	27498, 8822
	27644, 8872
	27643, 8859
	27983, 14262
	22805, 31007
	25548, 11082
	14195, 9596
	5338, 25632
	20154, 18876
	30638, 28875
	23783, 17320
	23550, 17321
	23544, 17316
	28760, 12976
	21817, 14286
	23097, 27117
	23173, 27044

✓	PDA Coordinates (X, Y)
	23312, 27295
	25420, 17862
	25549, 17983
	25463, 18065
	12938, 19056
	12929, 19066
	9645, 6609
	19267, 14194
	19325, 14361
	19372, 14240
	13167, 23898
	30303, 14065
	30138, 14163
	15357, 9400
	15278, 9413
	15359, 9348
	15282, 9329
	15144, 9374
	15177, 9352
	21788, 19795
	21810, 19692
	22015, 19784
	29496, 21277
	25682, 25826
	25884, 25646
	25780, 25535
	4558, 25143
	29689, 19106
	20240, 22641
	20209, 22584
	20358, 22742
	5864, 24888
	5894, 24962
	31434, 7335
	23147, 17224
	9351, 5669
	9344, 5681
	20648, 20656
	20868, 20692
	30684, 17370
	23339, 4129
	26844, 27362
	25586, 31443
	11609, 1048
	19137, 12772
	813, 22512
	8987, 7837

✓	PDA Coordinates (X, Y)
	8976, 7901
	23814, 8837
	7475, 23809
	7444, 23910
	19371, 6250
	19490, 6370
	19486, 6259
	19312, 6120
	11502, 15000
	8183, 19525
	8300, 19252
	8298, 19245
	15704, 24368
	25776, 12376
	18603, 6991
	29810, 2920
	30349, 27824
	23718, 3953
	9915, 20499
	10006, 20445
	12025, 28041
	19071, 19465
	29975, 30418
	29968, 30422
	10336, 22698
	10364, 22776
	28857, 28005
	27967, 6895
	17264, 21088
	17242, 21191
	23695, 5143
	2895, 22958
	2634, 22728
	26181, 4847
	26169, 4843
	10550, 17183
	20146, 5798
	19044, 25839
	9813, 21696
	9826, 21591
	28432, 15190
	11424, 24098
	11536, 24005
	11531, 24010
	8361, 22000
	8413, 21630
	8583, 21624

## COMMUNICATION STATION

✓	PDA Coordinates (X, Y)
	7290, 23310
	21152, 19509
	28466, 5862

✓	PDA Coordinates (X, Y)
	24580, 10669
	25510, 9540
	18238, 26702



✓	PDA Coordinates (X, Y)
	27022, 19701
	11550, 5120
	23639, 28960
	17927, 9438
	25766, 3501
	20232, 9839
	21805, 29344
	9956, 28364
	11325, 9693
	22385, 18780
	28430, 16532
	19111, 15821
	17145, 11218
	25943, 28892
	2235, 30166
	21224, 11697
	18794, 8972
	26805, 27052
	23400, 12777
	31003, 28960
	23659, 5562
	13376, 30267
	2422, 28540
	20218, 25797
	22399, 16215
	5425, 23567
	11387, 24000
	16763, 22401
	18635, 28425
	25568, 16141
	14800, 4671
	11025, 22091
	16513, 10239
	28916, 9511
	6023, 21573

## CRANE

✓	PDA Coordinates (X, Y)
	29829, 24732
	25900, 3154
	15981, 4109
	15838, 4006
	15975, 3877
	6973, 25975
	7291, 26168
	7150, 26012
	15222, 25868
	15490, 25742
	8867, 1302
	26360, 2175
	1528, 13390
	1623, 13294
	8757, 9461

✓	PDA Coordinates (X, Y)
	27750, 29517
	20881, 5758
	14987, 26844
	16329, 7328
	7579, 19222
	16850, 21557
	3770, 20147
	22078, 23818
	24298, 27523
	18693, 25398
	11824, 20800
	19822, 10723
	20369, 13464
	12590, 26401
	23020, 16781
	28005, 14261
	22802, 31028
	25570, 11081
	14201, 9575
	5360, 25632
	20128, 18985
	21796, 14284
	13164, 23920
	25692, 25845
	4545, 25160
	20749, 20570
	30690, 17390
	23821, 8812
	19332, 6126
	15722, 24355
	25788, 12358
	23716, 3974
	19092, 19465
	28419, 15167

✓	PDA Coordinates (X, Y)
	31888, 12058
	1128, 23278
	13055, 19121
	29459, 21234
	31397, 7292
	23659, 4333
	23392, 4677
	26750, 27260
	11572, 1005
	1393, 12844
	1730, 13771
	1543, 13647
	1656, 13389
	1640, 13612
	11454, 14970

✓	PDA Coordinates (X, Y)
	29773, 2877
	27987, 11241
	23358, 4781
	23443, 4780
	23232, 5116

## FUEL DEPOT

✓	PDA Coordinates (X, Y)
	10702, 23918
	10575, 18929
	10575, 18945
	10575, 18959
	27394, 18430
	27314, 18402
	27405, 18430
	27304, 18402
	29858, 24741
	29836, 24765
	29875, 24747
	29836, 24747
	29829, 24765
	29871, 24776
	29873, 24765
	29873, 24747
	29875, 24765
	29867, 24776
	29850, 24770
	29829, 24765
	7912, 18511
	7807, 18493
	7912, 18501
	7807, 18503
	7807, 18512
	17066, 16410
	17072, 16414
	14729, 25708
	14734, 25713
	28523, 5598
	28523, 5579
	28523, 5588
	9977, 12595
	9975, 12604
	9980, 12587
	10097, 12712
	10105, 12709
	10088, 12714
	9652, 12562
	9658, 12555
	9646, 12568
	27890, 12262
	27887, 12270

✓	PDA Coordinates (X, Y)
	23269, 5056
	2708, 22831
	26096, 4692
	26145, 4748
	776, 22470

✓	PDA Coordinates (X, Y)
	28605, 7809
	24650, 18661
	24667, 18556
	24659, 18661
	24658, 18556
	24649, 18556
	13083, 6815
	13077, 6810
	13071, 6805
	11945, 4867
	11745, 5161
	11734, 5172
	11739, 5166
	11934, 4878
	11939, 4872
	28382, 8537
	14076, 27731
	14085, 27731
	14067, 27731
	8454, 21114
	8387, 21033
	12231, 25194
	12357, 25198
	12239, 25194
	12357, 25189
	12248, 25194
	10001, 28502
	9996, 28507
	10006, 28497
	9676, 28500
	8972, 27775
	9088, 27988
	9683, 28504
	9083, 27997
	9093, 27980
	8988, 27777
	5764, 29552
	13081, 25237
	12971, 25322
	12842, 25275
	12915, 25334
	13060, 25333
	12846, 25315

CHARACTERS

FIELD GUIDE TO PANAU

WEAPONS

VEHICLES

EXPLORING PANAU

AGENCY MISSIONS

STRONGHOLD TAKEOVERS

FACTION MISSIONS

CHALLENGES

COLLECTIBLES

ACHIEVEMENTS



✓	PDA Coordinates (X, Y)
	12989, 25320
	13464, 30222
	21824, 17363
	27489, 17313
	27498, 17313
	27480, 17313
	29921, 19671
	29991, 19576
	11665, 10065
	11695, 9984
	11665, 10075
	11693, 9974
	2386, 30024
	2368, 30024
	2377, 30024
	14595, 26386
	14612, 26281
	14605, 26386
	14603, 26281
	14594, 26281
	27157, 7746
	27156, 7737
	28567, 31462
	28123, 31314
	28172, 31384
	28695, 31230
	24427, 30638
	24434, 30639
	26653, 27106
	6922, 25961
	7178, 26011
	7013, 26064
	7013, 26073
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	7185, 26011
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	9996, 19438
	9949, 13178
	9938, 13175
	9478, 13336
	9486, 13333
	8896, 1311
	8873, 1335
	8913, 1317
	8873, 1317
	8867, 1335
	8909, 1346
	8911, 1335
	8911, 1317
	8913, 1335
	8905, 1346
	8888, 1340
	8867, 1335

✓	PDA Coordinates (X, Y)
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	25924, 6247
	26007, 6205
	25934, 6247
	25967, 6187
	25931, 6187
	25915, 6247
	26007, 6187
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	29335, 29309
	29335, 29318
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	27121, 15486
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	18831, 20836
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	26366, 2208
	26406, 2190
	26366, 2190
	26360, 2208
	26402, 2219
	26404, 2208
	26404, 2190
	26406, 2208
	26398, 2219
	26381, 2214
	26360, 2208
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	6926, 22015
	6862, 21978
	6908, 22055
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	5350, 23838
	5360, 23725
	5352, 23828
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	1384, 13510
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	9142, 11662
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	20359, 26598
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	16982, 8921
	16968, 9138
	16968, 9154

✓	PDA Coordinates (X, Y)
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	17011, 9335
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	26308, 30546
	26252, 30567
	26224, 30578
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	8525, 9550
	8665, 9607
	8671, 9613
	8659, 9600
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	11088, 22193
	11083, 22184
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	5674, 27472
	16557, 10110
	22202, 26782
	22195, 26778
	22210, 26787
	22200, 26713
	22208, 26718
	22217, 26791
	27775, 9395
	27782, 9388
	27834, 9386
	27755, 9421
	27749, 9429
	31917, 12067
	31894, 12091
	31934, 12073
	31894, 12073
	31888, 12091
	31930, 12102
	31932, 12091
	31932, 12073
	31934, 12091
	31926, 12102
	31909, 12096
	31888, 12091
	17180, 28073
	17175, 28159
	17177, 28063
	17178, 28168
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	21015, 9256
	21003, 9252
	21019, 9246
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	30416, 26934
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	10282, 4379
	10253, 4467

✓	PDA Coordinates (X, Y)
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	25190, 7221
	25089, 7192
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	24183, 31246
	24092, 31218
	24193, 31246
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	1174, 23293
	1134, 23293
	1128, 23311
	1170, 23322
	1172, 23311
	1172, 23293
	1174, 23311
	1166, 23322
	1149, 23316
	1128, 23311
	25788, 30212
	25853, 30156
	25783, 30221
	25858, 30147
	12108, 8496
	12093, 8412
	12113, 8505
	12088, 8403
	7356, 19217
	7441, 19305
	7363, 19224
	7447, 19299
	7370, 19232
	16821, 21477
	16792, 21557
	16821, 21466
	16792, 21567
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	3963, 20199
	3861, 20083
	3956, 20192
	3868, 20076
	3948, 20185
	10910, 21151
	10970, 21327
	15996, 23415
	16005, 23416
	15897, 23484
	15895, 23493
	27558, 30083
	27643, 29997
	27618, 29994
	27560, 30068



✓	PDA Coordinates (X, Y)
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	13645, 22740
	13654, 22740
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	26812, 6593
	26821, 6577
	26783, 6787
	26774, 6805
	27637, 6545
	27628, 6545
	27618, 6545
	27440, 6695
	13345, 29149
	13452, 29059
	13399, 29130
	13444, 29112
	13327, 29040
	13415, 29146
	13273, 29144
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	26054, 20311
	26060, 20304
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	24280, 24774
	24275, 24879
	24271, 24774
	24262, 24774
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	28699, 8834
	16012, 11839
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	22274, 23302
	22275, 23284
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	11039, 8247
	10927, 8247
	11039, 8238
	10936, 8247
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	13754, 7796
	13760, 7801
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	27662, 8875
	27586, 8845
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	10465, 26117
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	11269, 4186
	28249, 9589
	28249, 9583
	20169, 18832
	20168, 18841
	20169, 18823

✓	PDA Coordinates (X, Y)
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	30582, 28773
	30577, 28780
	23211, 27105
	23142, 27156
	23136, 27165
	23216, 27097
	25459, 17907
	25545, 18009
	25446, 17955
	25443, 17961
	25456, 17915
	25555, 17988
	12984, 19038
	13091, 19257
	13112, 19277
	17056, 14078
	17062, 14085
	30339, 14176
	30193, 14210
	30331, 14162
	30323, 14149
	15317, 9135
	15239, 9168
	21847, 19803
	21876, 19722
	21847, 19814
	21876, 19712
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	29465, 12167
	29505, 12149
	29465, 12149
	29459, 12167
	29501, 12178
	29503, 12167
	29503, 12149
	29505, 12167
	29497, 12178
	29480, 12173
	29459, 12167
	25866, 25580
	25847, 25580
	25856, 25580
	10784, 19756
	10778, 19759
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	20162, 22529
	20260, 22489
	20167, 22538
	20171, 22546
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	5748, 24930
	5748, 24938
	31426, 7301

✓	PDA Coordinates (X, Y)
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	31443, 7307
	31403, 7307
	31397, 7325
	31439, 7336
	31440, 7325
	31440, 7307
	31443, 7325
	31435, 7336
	31418, 7330
	31397, 7325
	4329, 16408
	23235, 17158
	23166, 17192
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	9491, 5764
	9484, 5759
	6088, 26032
	6082, 26037
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	20804, 20659
	20650, 20707
	20803, 20667
	20804, 20651
	24004, 4402
	24004, 4388
	23817, 4496
	23714, 4493
	23909, 4399
	26601, 27365
	26604, 27374
	26599, 27356
	6407, 19759
	6407, 19766
	6407, 19773
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	25520, 31163
	25505, 31162
	25405, 31428
	25392, 31438
	25442, 31160
	21308, 9396
	21313, 9391
	21298, 9405
	21167, 9294
	21170, 9287
	21162, 9307
	20989, 9445
	20986, 9439
	20995, 9458
	11601, 1014
	11578, 1038
	11618, 1020

✓	PDA Coordinates (X, Y)
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	11572, 1038
	11614, 1049
	11616, 1038
	11616, 1020
	11618, 1038
	11610, 1049
	11593, 1044
	11572, 1038
	25758, 17439
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	19560, 12823
	19146, 12709
	19560, 12830
	19659, 12535
	19653, 12600
	19650, 12535
	19653, 12617
	19665, 12600
	19665, 12617
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	8980, 7973
	8878, 7945
	8981, 7964
	8983, 7955
	7399, 23818
	7373, 23921
	7389, 23817
	7382, 23922
	7391, 23923
	11484, 14970
	11469, 14999
	11502, 14971
	11464, 14982
	11463, 15001
	11507, 14999
	11505, 14988
	11500, 14971
	11507, 14988
	11503, 15001
	11485, 15000
	11463, 15001
	5215, 31718
	5215, 31731
	29802, 2887
	29779, 2910
	29819, 2892
	29779, 2892
	29773, 2910
	29815, 2921
	29817, 2910
	29817, 2892
	29819, 2910

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✓	PDA Coordinates (X, Y)
	29811, 2921
	29794, 2916
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	30229, 27616
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	10067, 20483
	9985, 20550
	10060, 20476
	10054, 20470
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	11678, 28288
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	11781, 28005
	11951, 28039
	28121, 11166
	28117, 11174
	28126, 11159
	29565, 11360
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	10239, 22778
	10238, 22760
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	28815, 28094
	28041, 7072
	28047, 7078
	27878, 7128
	27871, 7122
	17205, 21080
	17176, 21161
	17205, 21070
	17176, 21171
	23731, 4775
	23227, 4878
	23578, 4772
	23256, 4776
	23227, 4868
	23740, 4775
	23248, 4776
	23585, 4772
	23688, 5135
	2759, 22676
	2753, 22661
	25988, 4797
	26156, 4828
	26165, 4801
	26033, 4866
	26151, 4841
	26169, 4789
	26014, 4805
	26001, 4801
	19456, 26392

✓	PDA Coordinates (X, Y)
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	9896, 21672
	9884, 21568
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	11477, 24067
	11487, 24068
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	8583, 21865
	805, 22479
	782, 22503
	822, 22485
	782, 22485
	776, 22502
	818, 22514
	820, 22503
	820, 22485
	822, 22503
	814, 22514
	797, 22508
	776, 22502
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	10683, 23917
	10477, 18818
	10477, 18842
	10477, 18808
	10477, 18832
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	27314, 18464
	27314, 18436
	27314, 18455
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	12859, 11503
	12859, 11493
	12858, 11511
	13091, 11469
	13089, 11489
	13091, 11461
	13090, 11480
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	7950, 18522
	7950, 18541
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	8621, 14145
	8638, 14151
	27955, 5744
	27955, 5728
	27955, 5717

✓	PDA Coordinates (X, Y)
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	28438, 5635
	28409, 5635
	28429, 5635
	28489, 5905
	28469, 5905
	28498, 5905
	28478, 5905
	26438, 26995
	26438, 26979
	26438, 26969
	26438, 26987
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	24601, 18651
	24602, 18679
	24602, 18660
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	8454, 19547
	8477, 19551
	8480, 19533
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	9320, 18365
	9330, 18386
	9346, 18378
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	30495, 14694
	30493, 14717
	30511, 14719
	7356, 27780
	7337, 27779
	7346, 27780
	14106, 27849
	14126, 27849
	14098, 27849
	14117, 27849
	25829, 3235
	25826, 3216
	25831, 3243
	25827, 3225
	19817, 18428
	19834, 18421
	19826, 18400
	19809, 18407
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	25607, 20444
	25579, 20445
	25598, 20444
	25542, 20475
	25542, 20455
	25542, 20483
	25542, 20464
	12267, 25287
	12243, 25287

✓	PDA Coordinates (X, Y)
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	12253, 25287
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	9089, 28107
	9065, 28092
	9081, 28102
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	5761, 29652
	5790, 29652
	5770, 29652
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	12935, 25044
	12964, 25041
	12944, 25043
	12929, 25354
	13165, 25225
	13153, 25227
	13167, 25255
	13156, 25256
	13142, 25228
	13145, 25257
	12921, 25354
	23231, 5932
	23216, 5919
	23237, 5937
	23223, 5925
	13436, 30289
	13445, 30289
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	27558, 17280
	27558, 17252
	27558, 17271
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	27512, 17217
	27484, 17217
	27503, 17217
	18070, 18662
	18070, 18646
	18070, 18635
	18070, 18654
	29863, 19758
	29849, 19749
	29841, 19743
	29856, 19753
	29997, 19549
	29988, 19562
	29982, 19571
	29992, 19556
	29834, 19476
	29845, 19459
	29829, 19482
	29840, 19467
	11583, 10074
	11559, 10074



✓	PDA Coordinates (X, Y)
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	11569, 10074
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	19205, 15746
	19224, 15725
	19211, 15739
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	2074, 29845
	2087, 29858
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	14550, 26319
	14550, 26338
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	23584, 4272
	23566, 4272
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	5283, 23731
	5317, 23737
	5293, 23733
	28679, 30466
	28688, 30488
	28675, 30457
	28684, 30479
	20303, 26648
	20307, 26629
	20302, 26656
	20305, 26637
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	8592, 9387
	8574, 9365
	8586, 9380
	16540, 3825
	16525, 3815
	16512, 3834
	16527, 3844
	5586, 27473
	5787, 27515
	5586, 27482
	5797, 27515
	5586, 27465
	22179, 26635
	22187, 26621
	22193, 26612
	22183, 26628
	22142, 26816
	22121, 26804
	22151, 26821
	22130, 26809
	17309, 28043
	17315, 28062
	17307, 28035

✓	PDA Coordinates (X, Y)
	17313, 28053
	30152, 27024
	30151, 27035
	10238, 4448
	10238, 4424
	10238, 4458
	10238, 4434
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	25055, 7273
	25055, 7301
	25055, 7282
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	24071, 31151
	24071, 31123
	24071, 31142
	20981, 5796
	20974, 5813
	20996, 5821
	21002, 5805
	20787, 5825
	20769, 5817
	20795, 5828
	20777, 5821
	12022, 8417
	12018, 8410
	12015, 8403
	4369, 21312
	4390, 21324
	4360, 21307
	4381, 21319
	4117, 21275
	4106, 21296
	4122, 21266
	4110, 21287
	8109, 22757
	8109, 22775
	8132, 22775
	8132, 22757
	10942, 21306
	10930, 21289
	10946, 21312
	10935, 21297
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	16185, 23551
	16157, 23548
	16176, 23550
	16180, 23441
	16170, 23440
	16160, 23438
	16151, 23437
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	27633, 30094
	27640, 30095
	13498, 22887

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	13498, 22898
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	15900, 12746
	15902, 12756
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	13284, 29164
	13272, 29177
	13288, 29193
	13300, 29181
	13357, 29191
	13323, 29193
	13343, 29177
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	24247, 24862
	24247, 24890
	24247, 24871
	22194, 23381
	22194, 23361
	22194, 23389
	22194, 23370
	22370, 23215
	22370, 23235
	22370, 23207
	22370, 23226
	22323, 23483
	22303, 23483
	22332, 23483
	22312, 23483
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	11049, 8174
	11049, 8202
	11049, 8183
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	27485, 8743
	27513, 8743
	27494, 8743
	8393, 26742
	8401, 26713
	8398, 26722
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	26372, 16441
	26395, 16441
	26394, 16423
	20135, 18647
	20113, 18638
	20144, 18651
	20122, 18642
	23782, 17364
	23765, 17364

✓	PDA Coordinates (X, Y)
	23755, 17364
	23773, 17364
	23129, 27130
	23143, 27111
	23123, 27138
	23137, 27119
	28524, 17682
	28521, 17699
	28543, 17704
	28546, 17686
	12882, 19183
	12896, 19197
	12876, 19178
	12890, 19191
	15209, 9339
	15173, 9320
	21817, 19800
	21817, 19780
	21817, 19808
	21817, 19789
	25780, 25609
	25780, 25589
	25780, 25618
	25780, 25598
	20274, 22709
	20289, 22701
	20278, 22680
	20263, 22689
	20295, 22534
	20278, 22543
	20303, 22530
	20286, 22539
	17609, 16810
	17597, 16794
	17613, 16817
	17602, 16801
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	20683, 20684
	20683, 20655
	20683, 20675
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	26731, 27316
	26741, 27313
	26724, 27318
	25478, 31386
	25456, 31395
	25488, 31382
	25465, 31391
	28910, 14609
	28915, 14626
	28937, 14620
	28932, 14603
	8891, 7922



✓	PDA Coordinates (X, Y)
	8871, 7918
	8899, 7923
	8880, 7920
	19453, 6388
	19473, 6386
	19445, 6389
	19464, 6387
	19338, 6310
	19336, 6291
	19339, 6319
	19337, 6300
	8321, 19218
	8312, 19229
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	10046, 20527
	10025, 20546
	10039, 20533
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	11673, 28335
	11684, 28334
	11666, 28336
	11591, 28140
	11610, 28138
	11582, 28141
	11602, 28139
	17292, 12266
	17277, 12253
	17298, 12272
	17283, 12259
	16941, 12578
	16927, 12592
	16946, 12572
	16933, 12586
	28051, 11334
	28044, 11349
	28039, 11358
	28047, 11342
	18429, 19001
	18434, 19018

✓	PDA Coordinates (X, Y)
	18456, 19012
	18452, 18995
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	10446, 22793
	10446, 22758
	10446, 22783
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	28051, 7013
	28056, 7018
	28062, 7023
	17247, 21159
	17227, 21159
	17256, 21159
	17236, 21159
	23632, 5053
	23616, 5053
	23606, 5053
	23624, 5053
	23399, 5161
	23399, 5181
	23399, 5153
	23399, 5172
	2740, 22763
	2734, 22748
	2730, 22738
	2737, 22755
	2882, 22680
	2863, 22688
	2889, 22677
	2872, 22685
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	9840, 21667
	9840, 21695
	9840, 21676
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	8384, 21635
	8338, 21993
	8386, 21621
	8385, 21628

✓	PDA Coordinates (X, Y)
	23296, 4114
	19441, 6362
	19375, 6331
	23489, 5229
	23257, 4894

✓	PDA Coordinates (X, Y)
	23489, 5249
	23257, 4854
	23489, 5209
	23257, 4874
	26150, 4840

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✓	PDA Coordinates (X, Y)
	15753, 27614
	15755, 27621
	8508, 19057
	8500, 19057
	14685, 25642
	14691, 25647
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	2683, 21083
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	8416, 14163
	9286, 12776
	9286, 12784
	9279, 12784
	9279, 12776
	9279, 12710
	9279, 12702
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	9286, 12710
	27942, 12261
	27935, 12259
	11952, 4300
	11950, 4292
	11957, 4291
	11959, 4298
	18702, 23356
	18700, 23363
	13679, 25099
	13686, 25097
	9311, 18296
	9307, 18289
	9314, 18286
	9317, 18293
	26381, 5343
	26381, 5350
	27415, 14810
	27423, 14810
	6468, 14136
	6475, 14139
	6472, 14146
	6465, 14143
	6239, 13821
	6232, 13825
	6228, 13818
	6235, 13815
	6650, 13500
	6657, 13504

✓	PDA Coordinates (X, Y)
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	6646, 13506
	6869, 13867
	6864, 13873
	6858, 13870
	6863, 13863
	6905, 13438
	6913, 13438
	6913, 13445
	6905, 13445
	6830, 12978
	6833, 12971
	6840, 12974
	6837, 12981
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	6652, 13243
	6651, 13250
	6643, 13249
	6585, 12949
	6577, 12949
	6577, 12942
	6585, 12942
	3101, 15378
	3095, 15373
	3099, 15367
	3105, 15373
	3308, 15691
	3301, 15695
	3297, 15689
	3304, 15685
	3864, 15337
	3870, 15341
	3867, 15347
	3860, 15343
	2950, 14721
	2942, 14719
	2944, 14712
	2951, 14714
	3886, 14845
	3882, 14852
	3876, 14848
	3880, 14841
	3527, 15030
	3535, 15030
	3535, 15037
	3527, 15037

## GAS HOLDER

✓	PDA Coordinates (X, Y)
	13125, 25217
	13119, 25267
	12917, 25260
	13081, 25220
	12876, 25231
	19222, 8927
	19242, 8927
	19262, 8927
	16887, 9112
	16907, 9112

✓	PDA Coordinates (X, Y)
	16927, 9112
	21091, 9429
	21109, 9421
	21127, 9412
	13636, 7882
	13648, 7867
	13661, 7852
	8193, 26788
	8193, 26755
	23316, 4114



✓	PDA Coordinates (X, Y)	✓	PDA Coordinates (X, Y)	✓	PDA Coordinates (X, Y)	✓	PDA Coordinates (X, Y)
	3422, 15248		5800, 15858		4458, 15098		17800, 22209
	3429, 15252		5793, 15858		4451, 15103		1109, 13856
	3425, 15258		5793, 15850		4539, 15756		1115, 13860
	3419, 15253		27192, 6799		4532, 15752		1112, 13866
	17964, 16342		27185, 6802		4535, 15746		1105, 13861
	17971, 16338		27182, 6796		4542, 15750		1029, 13402
	17975, 16344		27189, 6792		8257, 15560		1033, 13395
	17968, 16348		13466, 26254		8251, 15554		1039, 13399
	21256, 12233		13461, 26260		8256, 15549		1035, 13406
	21251, 12239		10004, 19518		8262, 15555		946, 13251
	21246, 12235		9996, 19518		30399, 18773		953, 13255
	21251, 12229		9996, 19511		30392, 18772		949, 13261
	19717, 27438		10004, 19511		13862, 10961		942, 13257
	19720, 27431		8496, 24054		13856, 10956		1358, 13723
	11545, 19259		8491, 24059		13861, 10950		1365, 13727
	11540, 19265		11055, 10642		13867, 10956		1362, 13733
	11642, 19702		11050, 10636		13405, 29897		1355, 13729
	11650, 19703		7533, 12917		13409, 29903		1119, 14253
	21650, 21672		7528, 12924		13403, 29907		1112, 14257
	21649, 21664		7522, 12919		13399, 29901		1108, 14251
	21656, 21663		7527, 12913		16662, 4012		1115, 14247
	21657, 21671		17046, 23180		16656, 4008		1474, 14289
	15369, 22864		17038, 23180		16576, 3851		1481, 14284
	15374, 22870		17038, 23173		16571, 3857		1485, 14289
	15368, 22874		17046, 23173		16566, 3853		1479, 14294
	15363, 22868		14583, 23596		16570, 3847		4039, 11428
	3126, 11742		14583, 23588		24845, 20615		4047, 11429
	3119, 11738		14590, 23588		24849, 20622		4046, 11436
	3122, 11732		14590, 23596		24843, 20625		4038, 11435
	3129, 11736		18579, 8382		24839, 20619		3207, 11262
	4027, 12107		18574, 8388		10984, 24866		3199, 11262
	4033, 12101		18729, 20847		10984, 24874		3199, 11255
	4037, 12106		18736, 20848		10977, 24874		3207, 11255
	4031, 12112		11398, 2663		10977, 24866		4738, 11130
	2899, 11637		11398, 2670		19079, 11192		4746, 11130
	2892, 11641		11617, 11094		19071, 11194		4746, 11137
	2889, 11635		11615, 11087		19070, 11187		4738, 11137
	2896, 11631		17680, 26028		19077, 11185		4039, 11019
	3703, 11769		17672, 26027		18306, 19451		4039, 11011
	3703, 11761		17673, 26020		18300, 19446		4046, 11011
	3710, 11761		17681, 26022		18304, 19440		4046, 11019
	3710, 11769		4876, 15429		18310, 19445		4087, 11641
	3463, 11633		4876, 15437		10406, 20904		4080, 11645
	3467, 11626		4869, 15437		10400, 20909		4077, 11639
	3473, 11629		4869, 15429		10395, 20904		4084, 11635
	3470, 11636		4194, 15592		10401, 20898		3797, 11438
	5172, 24871		4187, 15588		21734, 12214		3790, 11442
	5172, 24879		4190, 15581		21741, 12212		3786, 11436
	5165, 24879		4197, 15585		21743, 12219		3793, 11432
	5165, 24871		4165, 15080		21735, 12221		10922, 28510
	17611, 15324		4157, 15082		27771, 18777		10921, 28518
	17618, 15322		4156, 15075		27778, 18774		11269, 28584
	17620, 15329		4164, 15074		17807, 22210		11262, 28587
	17613, 15331		4447, 15097				
	5800, 15850		4454, 15093				

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FACTION MISSIONS

CHALLENGES

COLLECTIBLES

ACHIEVEMENTS

✓	PDA Coordinates (X, Y)
	8192, 22756
	8200, 22757
	8199, 22764
	8191, 22763
	12389, 11251
	12391, 11243
	12397, 11245
	12396, 11253
	7182, 25517
	7171, 25515
	16056, 22010
	16058, 22017
	7565, 24316
	7573, 24316
	7573, 24323
	7565, 24323
	3904, 21791
	3904, 21783
	3911, 21783
	3911, 21791
	13447, 29059
	13449, 29112
	4476, 22712
	4468, 22712
	4468, 22705
	4476, 22705
	17394, 14591
	17394, 14583
	17401, 14583
	17401, 14591
	14216, 8711
	14209, 8714
	14206, 8708
	14213, 8704
	3192, 22481
	3188, 22488
	3182, 22485
	3186, 22478
	10524, 26129
	10517, 26131
	9743, 6513
	9739, 6507
	10027, 6882
	10021, 6877
	10026, 6872
	10032, 6877
	12068, 10917
	12069, 10909
	12076, 10909
	12075, 10917
	21814, 26154
	21806, 26154
	24228, 3811

✓	PDA Coordinates (X, Y)
	24232, 3805
	17037, 14116
	17042, 14111
	13726, 21049
	13719, 21049
	23035, 21247
	23030, 21242
	9171, 21948
	9175, 21955
	9169, 21958
	9165, 21951
	17452, 21633
	17459, 21632
	10746, 19767
	10753, 19764
	10756, 19770
	10749, 19774
	9106, 10023
	9114, 10025
	22500, 21525
	22496, 21518
	22503, 21515
	22506, 21522
	27703, 7326
	27710, 7328
	26645, 28841
	26638, 28843
	6055, 26031
	6061, 26025
	6066, 26030
	6060, 26036
	18226, 16373
	18231, 16368
	15026, 2913
	15020, 2916
	6429, 19795
	6421, 19795
	6421, 19788
	6429, 19788
	17134, 18287
	17137, 18281
	25719, 17493
	25720, 17485
	25727, 17486
	25726, 17494
	18901, 21277
	18898, 21270
	18904, 21267
	18907, 21274
	5184, 31707
	5184, 31715
	5177, 31715
	5177, 31707

✓	PDA Coordinates (X, Y)
	23456, 26181
	23458, 26188
	18590, 7085
	18590, 7077
	27316, 10347
	27320, 10340
	27326, 10343
	27322, 10350
	5343, 12655
	5336, 12651
	5340, 12645
	5347, 12648
	5721, 12675
	5719, 12667
	5726, 12665
	5728, 12673
	5657, 13652
	5657, 13660
	5650, 13660
	5650, 13652
	6101, 13052
	6101, 13060
	6094, 13060
	6094, 13052
	5605, 12881
	5613, 12881
	5613, 12888
	5605, 12888
	5286, 13381
	5278, 13381
	5278, 13374
	5286, 13374
	4927, 19533
	4934, 19529
	4938, 19535
	4930, 19539
	18426, 8723
	18434, 8724

✓	PDA Coordinates (X, Y)
	6386, 24338
	6391, 24332
	6396, 24336
	6391, 24342
	9369, 5219
	9376, 5217
	11842, 3162
	11836, 3157
	3473, 24722
	3477, 24715
	3634, 24637
	3636, 24630
	3643, 24632
	3640, 24639
	17278, 26609
	17278, 26617
	17271, 26617
	17271, 26609
	8259, 28362
	8252, 28362
	14240, 11498
	14235, 11493
	19376, 26471
	19379, 26465
	25757, 5731
	25764, 5729
	25766, 5736
	25758, 5738
	14082, 29478
	14075, 29481
	19860, 18459
	19853, 18462
	19850, 18455
	19858, 18452
	6529, 21360
	6533, 21367
	6526, 21370
	6522, 21363

## GENERATOR

✓	PDA Coordinates (X, Y)
	7308, 23322
	10500, 18917
	27387, 18483
	27284, 18461
	21135, 19495
	29832, 24769
	29825, 24768
	29867, 24769
	7826, 18622
	7818, 18563
	30758, 15321
	16987, 16343

✓	PDA Coordinates (X, Y)
	21082, 13878
	28444, 5825
	28015, 5741
	19281, 28498
	24479, 10416
	24567, 10561
	24586, 10439
	24664, 10465
	25513, 9519
	26511, 26966
	9768, 12394
	18260, 26700



✓	PDA Coordinates (X, Y)
	27013, 19681
	24539, 18575
	24598, 18567
	8630, 8257
	13124, 6832
	11771, 5142
	11947, 5085
	23618, 28964
	7312, 27794
	7442, 27778
	7522, 27675
	7376, 27674
	7376, 27687
	7376, 27710
	7376, 27701
	7376, 27679
	17906, 9432
	14084, 27829
	14207, 27862
	22161, 16198
	22120, 16363
	22220, 16290
	20247, 9823
	8336, 21107
	8494, 21053
	25610, 20388
	25139, 20425
	12201, 25235
	12304, 25131
	12287, 25136
	21790, 29328
	9194, 28043
	9939, 28552
	23945, 30080
	5789, 29774
	14584, 17900
	14909, 18008
	11336, 9666
	13450, 30197
	13370, 30231
	18169, 18673
	18069, 18625
	29828, 19679
	22369, 18794
	11612, 10058
	11634, 9955
	28422, 16511
	19089, 15733
	19130, 15568
	19031, 15641
	17124, 11215
	29437, 13736
	31216, 17896
	10202, 4007

✓	PDA Coordinates (X, Y)
	25922, 28886
	2214, 30160
	2402, 29903
	2265, 29583
	28295, 8924
	14484, 26300
	14543, 26292
	27262, 7791
	28122, 31266
	21115, 11534
	21039, 11686
	21152, 11637
	21237, 11679
	18800, 8993
	19024, 8954
	18970, 9033
	19214, 8980
	24539, 30660
	26748, 27051
	12059, 2581
	2855, 31894
	20795, 21127
	23195, 12972
	23358, 12923
	23244, 12874
	15402, 25831
	9977, 13268
	9477, 13321
	8870, 1339
	8862, 1339
	8905, 1339
	25924, 6271
	30995, 28940
	23680, 5556
	24462, 21045
	1743, 28966
	29300, 29281
	21005, 20012
	21001, 20008
	21007, 20003
	21011, 20007
	21046, 19996
	21030, 20013
	21031, 19978
	2425, 28514
	9048, 6171
	30837, 16515
	20211, 25818
	28271, 20611
	26362, 2212
	26355, 2212
	26397, 2212
	6897, 22050
	5378, 23887

✓	PDA Coordinates (X, Y)
	5295, 23768
	5296, 23785
	16742, 22396
	18656, 28430
	25547, 16136
	14779, 4666
	23030, 6179
	21898, 6479
	21903, 6502
	21873, 6484
	21936, 6506
	21877, 6507
	21928, 6508
	13808, 30625
	20248, 26595
	20307, 26599
	20063, 26594
	16838, 8936
	26292, 30587
	8710, 9595
	11140, 22216
	11002, 22170
	11013, 22182
	5769, 27479
	5640, 27394
	5710, 27477
	16470, 10137
	16437, 9989
	16410, 10047
	16567, 10103
	9215, 9896
	22373, 26692
	22151, 26983
	22090, 26783
	28935, 9502
	16958, 27036
	24874, 3267
	6002, 21567
	31890, 12094
	31883, 12094
	31925, 12094
	17232, 28065
	17241, 28170
	23162, 5995
	23158, 5991
	23163, 5985
	23167, 5989
	23202, 5978
	23187, 5995
	23188, 5961
	11379, 10295
	6743, 27579
	10766, 2405

✓	PDA Coordinates (X, Y)
	10201, 4450
	10223, 4347
	27733, 29504
	25172, 7273
	25069, 7251
	24109, 31165
	24212, 31187
	15888, 7443
	15990, 7565
	20830, 5735
	1130, 23315
	1123, 23314
	1165, 23315
	15009, 27026
	15008, 26838
	16503, 7487
	16544, 7322
	16444, 7395
	25816, 30101
	25746, 30180
	12059, 8516
	11961, 8480
	8102, 8477
	7306, 19218
	7452, 19221
	7437, 19212
	7588, 19203
	4382, 21109
	4399, 21309
	16873, 21484
	16851, 21587
	3749, 20141
	4013, 20195
	3907, 20064
	3899, 20079
	11005, 21278
	15957, 23516
	16070, 23357
	22057, 23813
	24282, 27512
	27584, 29992
	22397, 27348
	18699, 25377
	13705, 22820
	13479, 22858
	13660, 22930
	26842, 6590
	16193, 12841
	15968, 12821
	27373, 6690
	27373, 6713
	11825, 20822
	29190, 20249

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✓	PDA Coordinates (X, Y)
	10172, 10834
	11305, 3501
	13345, 29139
	13405, 29064
	27376, 20857
	18620, 20127
	18620, 20150
	18594, 20127
	18594, 20150
	24152, 24796
	24211, 24787
	24618, 25236
	20023, 11018
	20168, 10931
	20047, 10911
	28799, 8882
	28813, 8870
	22312, 23249
	22324, 23263
	22238, 23237
	22111, 23420
	10883, 8284
	10986, 8181
	10969, 8185
	20727, 13466
	20562, 13425
	20634, 13525
	12610, 26409
	23028, 16761
	13734, 7728
	27515, 8880
	27482, 8819
	27486, 8835
	27503, 8833
	27499, 8816
	27645, 8866
	27984, 14255
	22811, 31008
	25549, 11076
	14189, 9593
	5339, 25626
	30538, 18251
	20160, 18876
	30644, 28873
	16650, 28210
	23789, 17320
	23550, 17327
	23544, 17310
	28760, 12983
	21816, 14292
	23102, 27121
	23178, 27048
	23312, 27301

✓	PDA Coordinates (X, Y)
	25425, 17865
	25544, 17981
	25465, 18060
	12933, 19060
	9651, 6608
	19273, 14196
	19319, 14359
	19370, 14246
	13173, 23900
	15284, 9414
	15288, 9330
	21795, 19796
	21817, 19693
	22017, 19789
	29461, 21271
	29454, 21271
	29496, 21271
	25687, 25823
	25883, 25652
	25786, 25536
	4563, 25147
	29686, 19101
	20237, 22635
	20204, 22586
	20359, 22748
	5858, 24888
	5888, 24961
	31399, 7328
	31392, 7328
	31434, 7329
	23144, 17219
	9347, 5674
	20654, 20656
	20867, 20699
	30690, 17369
	23338, 4135
	26850, 27361
	25588, 31449
	11574, 1042
	11567, 1042
	11609, 1042
	4531, 31842
	14004, 30858
	19143, 12773
	779, 22506
	771, 22506
	814, 22506
	14492, 28837
	25887, 20884
	8985, 7843
	8982, 7903
	23815, 8831
	7469, 23808

✓	PDA Coordinates (X, Y)
	7443, 23916
	19377, 6250
	19484, 6370
	19485, 6266
	19314, 6114
	11467, 15004
	11460, 15006
	11500, 14994
	8183, 19531
	8296, 19256
	8302, 19240
	12837, 31275
	15701, 24362
	25771, 12372
	18602, 6997
	29775, 2914
	29768, 2914
	29810, 2914
	30347, 27830
	23724, 3954
	9919, 20504
	10011, 20441
	12031, 28039
	19071, 19459
	29980, 30420
	29962, 30419
	14749, 27463
	29601, 11366

✓	PDA Coordinates (X, Y)
	10336, 22704
	28855, 28000
	27972, 6891
	17258, 21088
	17236, 21191
	23334, 4913
	23334, 4890
	23334, 4899
	23334, 4922
	23362, 4913
	23362, 4890
	23362, 4899
	23362, 4922
	23702, 5141
	2898, 22963
	2628, 22730
	26176, 4844
	10544, 17183
	19038, 25839
	9820, 21696
	9826, 21585
	28426, 15191
	11430, 24099
	11542, 24006
	11525, 24009
	8367, 22001
	8412, 21636
	8582, 21630

## INDUSTRIAL CHIMNEY

✓	PDA Coordinates (X, Y)
	28602, 7880
	28602, 7861
	27250, 7760
	25884, 6273
	25904, 6273
	25944, 6273
	25964, 6273
	26794, 6572
	26777, 6563
	26784, 6766
	26801, 6857
	26784, 6847
	28680, 8834
	28661, 8834
	28766, 8834
	28747, 8834
	28165, 9557
	28184, 9557
	23305, 4193
	23305, 4212
	23818, 4388
	23819, 4369

✓	PDA Coordinates (X, Y)
	1418, 12889
	1418, 12908
	1546, 13743
	1565, 13743
	1417, 12802
	1417, 12822
	1466, 13130
	1447, 13130
	1236, 12803
	1236, 12823
	27901, 7095
	27888, 7109
	27939, 7053
	27926, 7067
	28082, 7001
	28068, 6988
	27976, 6949
	27989, 6962
	28012, 6984
	28026, 6997
	27929, 6903
	27943, 6916



✓	PDA Coordinates (X, Y)
	23630, 5072
	23611, 5072
	23486, 5180

✓	PDA Coordinates (X, Y)
	23506, 5180
	23491, 4881
	23491, 4900

✓	PDA Coordinates (X, Y)
	11239, 8454
	30540, 14749
	13713, 7829
	24525, 11255
	29586, 19016
	21995, 21313
	9536, 5683
	18016, 16626
	26849, 27279
	25344, 31164
	6589, 24953

✓	PDA Coordinates (X, Y)
	11424, 28368
	20095, 25848
	17155, 12216
	28097, 11426
	10730, 22841
	14605, 26869
	23314, 4953
	2984, 22968
	19035, 9694
	26239, 4785

### MOBILE RADAR

✓	PDA Coordinates (X, Y)
	30781, 15322
	19297, 28481
	8609, 8248
	29438, 13728
	31238, 17905
	10197, 4000
	12042, 2579
	2835, 31901
	24462, 21054
	1734, 28966
	9039, 6150
	30846, 16516
	28279, 20614
	9207, 9898
	16959, 27045

✓	PDA Coordinates (X, Y)
	11377, 10304
	10763, 2381
	8096, 8470
	29198, 20271
	10150, 10839
	11309, 3478
	27384, 20861
	30546, 18247
	16652, 28218
	4537, 31864
	14019, 30876
	14500, 28838
	25879, 20906
	12839, 31283
	14754, 27470

### PROPAGANDA TRAILER

✓	PDA Coordinates (X, Y)
	8487, 14147
	12265, 9230
	13183, 3511
	23055, 13666
	24195, 19390
	9438, 12756
	12228, 4278
	9716, 18362
	9174, 18468
	21292, 22024
	26394, 5445
	13351, 24912
	24026, 20223
	23275, 21090
	29849, 17193
	6205, 12941
	6556, 14086
	6836, 13713
	6863, 13002
	2873, 15221
	3606, 15389
	3314, 14883
	21809, 11001
	14420, 7061
	14681, 7024
	19594, 8297
	29415, 16869
	20297, 24959
	3875, 29906
	10584, 3680
	15954, 3310
	11440, 19428
	21712, 21925
	3373, 11912
	3733, 12496
	3116, 11931
	11114, 7741
	27226, 6877

✓	PDA Coordinates (X, Y)
	26626, 18982
	12955, 7286
	11198, 11089
	23738, 19635
	4428, 15460
	4861, 15567
	9397, 11751
	30349, 18487
	14788, 10957
	27663, 19476
	22901, 6514
	24685, 20650
	19334, 11543
	15560, 5985
	27850, 18626
	20622, 16456
	17728, 22240
	917, 13711
	869, 13494
	1139, 13386
	1213, 13830
	1381, 13861
	1176, 14102
	4426, 11082
	4147, 11629
	4249, 11299
	8103, 22899
	4528, 22472
	10066, 10255
	25290, 5523
	21221, 14948
	7985, 25540
	9968, 7012
	28728, 17400
	24266, 3795
	9297, 21947
	4448, 30330
	24077, 10939

### OFFSHORE RIG

✓	PDA Coordinates (X, Y)
	29854, 24756
	8892, 1326
	26385, 2199
	31913, 12082
	1153, 23302
	29484, 21258

✓	PDA Coordinates (X, Y)
	31422, 7316
	11597, 1029
	801, 22494
	11485, 14985
	29798, 2901

### PIPELINE

✓	PDA Coordinates (X, Y)
	10671, 23751
	12928, 11485
	26091, 20062
	28178, 5807
	28835, 7833
	13466, 6120
	11789, 4663
	14170, 27763
	25783, 3262
	2075, 29776
	19284, 9047
	3454, 30516
	7123, 26071
	6949, 25920
	20801, 26525
	14663, 5003
	25906, 6120

✓	PDA Coordinates (X, Y)
	18846, 24098
	17126, 5988
	4834, 21362
	19467, 22791
	6881, 21902
	23514, 30992
	30641, 15665
	21815, 6224
	8463, 9032
	20712, 21287
	12705, 7573
	21051, 5707
	14801, 16856
	24303, 6716
	13769, 22829
	16327, 12700
	8452, 22036

✓	PDA Coordinates (X, Y)
	10797, 19836
	9162, 10093
	9204, 8927
	3608, 16113
	6090, 25964
	14499, 28367
	14996, 3002
	21773, 13111
	6513, 20014
	11181, 9207
	28887, 14843
	18944, 21243

✓	PDA Coordinates (X, Y)
	5358, 13409
	5442, 13047
	16452, 3296
	9541, 4982
	9502, 14279
	23621, 15223
	17292, 26614
	10477, 6039
	12754, 10398
	10568, 17080
	19857, 15995
	20200, 15984

## RADAR

✓	PDA Coordinates (X, Y)
	24455, 10414
	24591, 10564
	24588, 10414
	7466, 27730
	7488, 27708
	7467, 27708
	7488, 27730
	7257, 27783
	7251, 27801
	7477, 27719
	7477, 27691
	7477, 27747
	7450, 27719
	7505, 27719
	22145, 16179
	22135, 16382
	22240, 16273
	19105, 15752
	19116, 15549
	19011, 15658
	21104, 11512
	21049, 11708
	21175, 11625
	23188, 12995
	23367, 12900
	23220, 12866
	5455, 23808
	5444, 23835
	5439, 23805
	5441, 23852
	17052, 9230
	11154, 22107
	11162, 22135
	11140, 22114
	11170, 22150
	21339, 9433
	21413, 9424
	21354, 9527

✓	PDA Coordinates (X, Y)
	16519, 7505
	16529, 7303
	16425, 7412
	7325, 19327
	7309, 19302
	7336, 19315
	7297, 19290
	3880, 20214
	4004, 20110
	3867, 20203
	4016, 20122
	13594, 22745
	13569, 22774
	13569, 22745
	13594, 22774
	13619, 22745
	13619, 22774
	20021, 11042
	20172, 10907
	20021, 10909
	20745, 13450
	20542, 13440
	20651, 13545
	19250, 14188
	19342, 14368
	19378, 14222
	14786, 9609
	14805, 9584
	15110, 9204
	14921, 9284
	15176, 9233
	15196, 9362
	19583, 12831
	19101, 12737
	19353, 6250
	19499, 6390
	19486, 6240

## RADIO MAST

✓	PDA Coordinates (X, Y)
	24566, 10462
	22189, 16292
	19061, 15639
	21122, 11632
	23262, 12899
	5402, 23753
	11080, 22093
	16390, 10083
	22460, 26563
	21345, 9463
	21412, 9533
	27667, 29335
	16475, 7393

✓	PDA Coordinates (X, Y)
	7356, 19270
	3970, 20211
	20149, 11090
	20632, 13495
	8211, 26110
	5352, 25555
	19344, 14263
	30358, 13933
	29961, 14170
	15228, 9231
	19415, 6301
	11484, 24156

## SAM SITE

✓	PDA Coordinates (X, Y)
	13162, 11518
	29827, 24761
	7807, 18646
	24599, 10484
	24739, 10481
	24662, 18701
	13150, 6812
	13092, 6768
	11724, 5054
	11835, 4921
	11209, 5297
	12000, 4811
	14161, 27712
	14178, 27861
	25899, 3349
	25646, 3502
	22197, 16331
	12313, 25153
	12324, 25294
	8940, 27963
	9748, 28425
	9012, 27798
	10031, 28474
	5857, 29590
	5772, 29628
	12898, 25342
	12998, 25072
	13120, 25294
	21812, 17238
	21820, 17403
	21745, 17365
	27612, 17379
	27509, 17236
	19053, 15600
	2010, 29855
	2104, 29950

✓	PDA Coordinates (X, Y)
	14463, 26282
	28044, 31271
	28219, 31500
	28636, 31449
	21034, 11578
	21121, 11671
	21144, 11642
	21121, 11545
	19038, 9076
	19335, 9035
	23291, 12872
	8865, 1331
	25994, 6239
	29216, 29347
	29160, 29313
	29276, 29293
	26358, 2205
	6821, 22010
	6990, 22053
	6767, 21977
	5318, 23762
	5459, 23776
	5528, 23806
	14501, 17637
	14415, 17356
	14521, 17134
	1392, 13386
	1467, 13216
	1525, 13337
	28540, 30432
	28671, 30510
	17055, 9278
	16887, 9066
	16928, 9374
	16967, 8872
	26343, 30520



✓	PDA Coordinates (X, Y)
	26209, 30596
	8762, 9406
	8629, 9302
	11017, 22152
	11138, 22079
	5859, 27631
	5696, 27426
	5582, 27446
	16400, 10018
	16606, 10099
	22072, 26713
	22033, 26765
	22188, 26585
	22143, 26663
	31886, 12087
	17147, 28071
	21123, 9446
	21241, 9309
	21451, 9482
	30177, 27083
	30147, 27050
	30134, 26924
	27861, 29638
	15858, 7458
	16003, 7542
	20669, 5631
	21189, 5819
	21168, 5217
	1126, 23307
	16467, 7353
	7443, 19243
	7348, 19348
	3875, 20179
	3961, 20067
	15901, 23449
	16254, 23502
	15057, 17135
	15074, 17639
	15162, 17358
	27594, 29996
	27549, 30099
	27700, 29990
	13455, 22868
	13687, 22748
	16002, 12740
	15836, 12697
	13385, 29081
	13302, 29214
	13333, 29121
	24127, 24770
	20092, 10898
	21780, 23582
	22470, 23500
	11003, 8340

✓	PDA Coordinates (X, Y)
	10994, 8205
	20593, 13503
	27482, 8755
	8368, 26787
	8224, 26816
	30565, 28925
	30665, 28773
	25643, 17923
	25440, 18047
	25430, 17876
	25555, 18080
	13022, 19308
	9304, 6554
	9182, 6680
	19371, 14293
	30164, 14165
	30275, 14173
	30290, 14199
	29457, 21264
	20294, 22466
	6061, 24932
	5843, 24822
	31395, 7321
	23179, 17513
	23434, 17328
	20717, 20605
	25477, 31177
	25492, 31503
	25557, 31096
	25619, 31466
	25325, 31462
	11570, 1035
	19233, 12857
	19037, 12651
	19629, 12564
	774, 22499
	19502, 6310
	11460, 14998
	29771, 2907
	11661, 28089
	11619, 28363
	11943, 28241
	11953, 27940
	17267, 12099
	28779, 28134
	28926, 28088
	28849, 27985
	27785, 7047
	27974, 7173
	27962, 6976
	28031, 7047
	2860, 22753
	26257, 4724
	25976, 4741

✓	PDA Coordinates (X, Y)
	19097, 26010
	19149, 25925
	19085, 25742

## SATELLITE DISH

✓	PDA Coordinates (X, Y)
	7304, 27815
	7304, 27815
	7426, 27751
	7426, 27751
	7455, 27687
	7455, 27687
	7417, 27751
	7417, 27751
	7500, 27748
	7500, 27748
	7446, 27710
	7446, 27710
	7510, 27728
	7510, 27728
	7510, 27710

## SILO

✓	PDA Coordinates (X, Y)
	28583, 7835
	28583, 7810
	28361, 8944
	28361, 8951
	27171, 7760
	27196, 7760
	27283, 7758
	27283, 7733
	27219, 7739
	27219, 7764
	14405, 17770
	14311, 17562
	14468, 17715
	14281, 17510
	14398, 17744
	14360, 17523
	14482, 17744
	14529, 17680
	14386, 17722
	14543, 17704
	14514, 17655
	14265, 17423
	14288, 17196
	14347, 17407
	14288, 17136
	14272, 17397
	14349, 17182

✓	PDA Coordinates (X, Y)
	11549, 24029
	11547, 24170

✓	PDA Coordinates (X, Y)
	7510, 27710
	7468, 27748
	7468, 27748
	7300, 27819
	7300, 27819
	21079, 9247
	21051, 9181
	21097, 9197
	21108, 9229
	21022, 9200
	15350, 9322
	15345, 9425
	30016, 30366
	30236, 30297
	30204, 30496

✓	PDA Coordinates (X, Y)
	14345, 17439
	14417, 17406
	14272, 17372
	14417, 17435
	14417, 17378
	14388, 17038
	14596, 16944
	14443, 17101
	14648, 16914
	14414, 17031
	14630, 16984
	14414, 17116
	14478, 17162
	14436, 17019
	14453, 17177
	14504, 17147
	14832, 16837
	14794, 16837
	15124, 17175
	15133, 17102
	15101, 17162
	14929, 16914
	15162, 17116
	15163, 17031
	15079, 17149
	15191, 17040
	15138, 17018

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✓	PDA Coordinates (X, Y)
	14985, 16934
	15035, 17705
	15229, 17522
	15108, 17715
	15048, 17683
	15296, 17510
	15094, 17744
	15179, 17744
	15061, 17661
	15170, 17773
	15191, 17719
	15274, 17566
	15159, 17435
	15238, 17181
	15230, 17407
	15159, 17409
	15289, 17136
	15231, 17439

✓	PDA Coordinates (X, Y)
	15305, 17397
	15159, 17384
	15312, 17426
	15303, 17369
	15300, 17198
	23372, 4151
	23372, 4158
	23373, 4225
	23373, 4232
	23343, 4818
	23266, 4818
	23343, 4804
	23266, 4804
	15321, 9346
	15337, 9399
	15189, 9362
	15294, 9333
	15291, 9391

✓	PDA Coordinates (X, Y)
	18643, 20143
	18643, 20143
	18647, 20174
	18655, 20143
	18655, 20143
	18655, 20121
	18655, 20121
	28817, 8888
	28817, 8888
	22306, 23267
	22306, 23267
	21175, 15026
	27447, 8780
	27447, 8780
	7993, 25623
	25597, 18064
	25597, 18064
	17124, 13658
	17124, 13658

✓	PDA Coordinates (X, Y)
	9182, 10065
	9475, 5789
	9475, 5789
	17629, 16728
	17629, 16728
	21781, 12977
	18931, 21311
	17361, 4202
	30022, 30233
	30022, 30233
	29938, 30345
	29938, 30345
	30033, 30307
	17402, 26583
	17402, 26583
	10441, 6240
	10441, 6240
	13887, 29368
	19921, 15873

## TRANSFORMER

✓	PDA Coordinates (X, Y)
	14742, 25688
	2814, 21097
	9575, 12579
	9575, 12579
	26425, 5432
	24209, 20162
	27730, 13602
	14694, 6975
	19565, 8322
	19512, 8560
	6959, 26043
	6959, 26043
	6959, 26022
	6959, 26022
	7230, 26144
	7230, 26144
	27206, 6751
	12723, 26070
	12723, 26070
	13035, 7241
	23740, 19654
	23677, 19596
	21061, 20011
	21061, 20011
	21045, 20027
	21045, 20027
	27570, 7986
	21919, 6469
	21919, 6469
	21923, 6491
	21923, 6491

✓	PDA Coordinates (X, Y)
	21932, 6521
	21935, 6488
	21935, 6488
	21931, 6467
	21931, 6467
	16689, 3701
	16689, 3701
	16517, 4047
	16567, 3924
	16581, 3759
	16678, 3764
	24732, 20559
	24822, 3528
	23220, 5990
	23223, 5994
	23223, 5994
	21717, 12269
	20682, 16473
	11117, 28550
	11117, 28550
	26845, 6578
	26845, 6578
	27394, 6691
	27394, 6691
	27394, 6713
	27394, 6713
	13355, 31175
	13355, 31175
	13285, 31172
	18643, 20121
	18643, 20121

## WATER TOWER

✓	PDA Coordinates (X, Y)
	27270, 18537
	7952, 18499
	26777, 11345
	2903, 21058
	4322, 15605
	4252, 15600
	4339, 15554
	4327, 15519
	4194, 15408
	12166, 9407
	12529, 4090
	815, 13488
	1390, 13791
	1085, 13622
	858, 13656
	984, 13797
	1298, 13829
	972, 14023
	1335, 13601
	1062, 14168
	944, 13567
	1176, 13437
	905, 13736
	825, 13778
	830, 13775
	838, 13966
	1148, 14191
	1137, 14100
	24600, 18703
	21198, 22067
	26319, 5422

✓	PDA Coordinates (X, Y)
	7551, 27756
	27665, 14544
	21755, 29688
	18457, 22748
	12264, 25120
	27675, 13636
	917, 13081
	1187, 13368
	1198, 13116
	21791, 11055
	19942, 27324
	14770, 7088
	19582, 8594
	9494, 25912
	18187, 18709
	11559, 9941
	21334, 9508
	24276, 26017
	14545, 26417
	6707, 13044
	6737, 13795
	6726, 13789
	6657, 13604
	6881, 13261
	6678, 13665
	6806, 13689
	6775, 13625
	6293, 13905
	6657, 13876
	6563, 13383
	6821, 13666



✓	PDA Coordinates (X, Y)
	6145, 13002
	7486, 25950
	12516, 25954
	13120, 7260
	13603, 26325
	15365, 25841
	23688, 19768
	3847, 12348
	3902, 12380
	3710, 11833
	3239, 12280
	3556, 12283
	3632, 12140
	3287, 12060
	3187, 11841
	3219, 11905
	3353, 12318
	3216, 11923
	3187, 12043
	3784, 12316
	3570, 12214
	3693, 12482
	3640, 12468
	3202, 12189
	3393, 11986
	3849, 12440
	3548, 12513
	3407, 11869
	3646, 12046
	3236, 12386
	24414, 28053
	5406, 23905
	27630, 7956
	9342, 11783
	20285, 26722
	27623, 19447
	11173, 22214
	17659, 16017
	2350, 31095
	17317, 28161
	5389, 12839
	5266, 13202
	5556, 12673
	5389, 13469
	5699, 13561
	10147, 4334
	17652, 25208
	25056, 7327
	24226, 31111
	15970, 7575
	8655, 20620
	25757, 30052
	11955, 8441
	7276, 19230
	4243, 21340

✓	PDA Coordinates (X, Y)
	11031, 28521
	16927, 21600
	4042, 20180
	6673, 25489
	13506, 22801
	3311, 15136
	3816, 15430
	3463, 15008
	3762, 15375
	3531, 15155
	3191, 14997
	2712, 15086
	3602, 15496
	3633, 15477
	3073, 14689
	3115, 14774
	3464, 15625
	3526, 14873
	3519, 15390
	3187, 15256
	3059, 14825
	3199, 15599
	3046, 14979
	3278, 15661
	3280, 14733
	3406, 14993
	3561, 15592
	3732, 15439
	3426, 15658
	3540, 14996
	3356, 15593
	3023, 11700
	2992, 11252
	4605, 22291
	7455, 24933
	25774, 20255
	24217, 24911
	15874, 11941
	10870, 8314
	25252, 5480
	25993, 19539
	14054, 3794
	4380, 11235
	4026, 11237
	4502, 10989
	4225, 11134
	4336, 11559
	3947, 11079
	3986, 11098
	4391, 11450
	4534, 11260
	4586, 11229
	4386, 11172
	4081, 11100
	4297, 11315

✓	PDA Coordinates (X, Y)
	4129, 11468
	4579, 10984
	4453, 11188
	4186, 11629
	4155, 11556
	4426, 11299
	4356, 10949
	3949, 11462
	8017, 25616
	23732, 17299
	23122, 26995
	28687, 17462
	13592, 21033
	16698, 16535
	8886, 26116
	9370, 21801
	21741, 19679
	26182, 6548
	10684, 19908
	9236, 9990
	22556, 21581
	20311, 22508
	6055, 25901
	17684, 13958

# WIND TURBINE

✓	PDA Coordinates (X, Y)
	28050, 11962
	27933, 12077
	27989, 12017
	25941, 3282
	26091, 3442
	25998, 3274
	26017, 3383
	26054, 3414
	16859, 3196
	16910, 3382
	16710, 3024
	16451, 2987
	8684, 11393
	8859, 11325
	8742, 11371
	8802, 11347
	8914, 11305
	21559, 6430
	21901, 6422
	21442, 6401
	13032, 31491
	12870, 31453
	13212, 31498
	13333, 31448
	26353, 8017

✓	PDA Coordinates (X, Y)
	15006, 3065
	6495, 19843
	6622, 19943
	8859, 7881
	7508, 23921
	19003, 21127
	17355, 4230
	5253, 31644
	11948, 10527
	4762, 19529
	6913, 23895
	9965, 20394
	6040, 27026
	14508, 27621
	7591, 28662
	18505, 19066
	17311, 21204
	10495, 6212
	21039, 9705
	9761, 21592
	11415, 24128
	8618, 21725
	25806, 5941
	19950, 15819

✓	PDA Coordinates (X, Y)
	26378, 8118
	26403, 8234
	18595, 20230
	18722, 20256
	18444, 20218
	27582, 14683
	27637, 14831
	27671, 14943
	27799, 15214
	27714, 15047
	27757, 15134
	30482, 16472
	30466, 16597
	30466, 16538
	8393, 26461
	8060, 26519
	8240, 26512
	11534, 16000
	11381, 16134
	11317, 15955
	2483, 20718
	2385, 20489
	2440, 20612
	2548, 20814
	2553, 20946

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## WORKING FOR THE MAN

Welcome to Panau • Casino Bust • White Tiger • Mountain Rescue • Three Kings • Into the Den • A Just Cause

JUST CAUSE 2™ PRIMA OFFICIAL STRATEGY GUIDE

# AGENCY MISSIONS

When you initially arrive in Panau, Kane is your only contact. You must make contacts on the island, such as the Agency asset Karl Blaine, in order to ingrain yourself with the local factions and begin your campaign of wanton chaos. However, even though you are pledging your actions to the factions, your loyalty resides with only one group: the Agency. And during your time on Panau, you must participate in a series of missions for the Agency. In these missions, you will unravel secrets about the heavy players in Panau and ultimately overthrow Baby Panay's horrible regime.

## WORKING FOR THE MAN

You begin your adventure on Panau with a pair of back-to-back Agency missions. The remaining five missions (there are seven total) become available as you cause chaos on Panau. Use the Chaos meters in your PDA to see how close you are to unlocking the next Agency mission.

When you unlock Agency missions, they appear on your map. Travel to the marked spot and speak to your contact to initiate the mission. A dialogue scene will unspool, explaining the gist of the mission. This, in turn, moves the story ahead. Sometimes a vehicle is made available to you at the start of a mission. Other times, you are immediately escorted to the site of the actual missions.

After you complete an Agency mission, you enjoy great rewards in Chaos, cash, and parts. Use these spoils to upgrade your available weapons and vehicles and then head back out into the cities and countryside to accept new faction missions and continue your campaign of terror.

*As soon as you are able to use the Black Market, make sure you call upon it to fill your ammo stocks and grenades before taking on Agency missions. These are typically the toughest challenges in the game; having multiple frags and triggered explosives on hand, as well as upgraded weapons, increases your chances for success.*

NOTE

## Welcome to Panau



Under the cover of twilight, you slip into the airspace over Panau in a helicopter with fellow Agency asset Kane. As you slice through the darkening sky, Kane fills you in on the situation in Panau. The previous president was recently assassinated—by his own son, Pandak “Baby” Panay. Baby Panay has no plans to continue Panau’s relationship with the United States, so you have been sent in to help destabilize the regime.

But you are not the first person the Agency has dropped into Panau. Your mentor, Tom Sheldon, arrived before you. However, he has gone off the radar.



The Agency assumes the worst: Sheldon is now rogue. So, you have twin goals now. First, locate Sheldon and find out if he has abandoned the Agency. Second, burrow into Panau and disrupt it from within. To help, Kane gives you a handful of memory cards with intel on Panau.

Just as she extends her hand, though, the chopper is struck by anti-air cannons. The pilot keeps the chopper steady, but one of your comrades, Marshal, is dumped from the



helicopter, along with your PDA and the memory cards. If those cards fall into the wrong hands, everything will be lost before the struggle even gets started. You must bail out of the chopper and parachute down to the surface to fetch the memory cards.



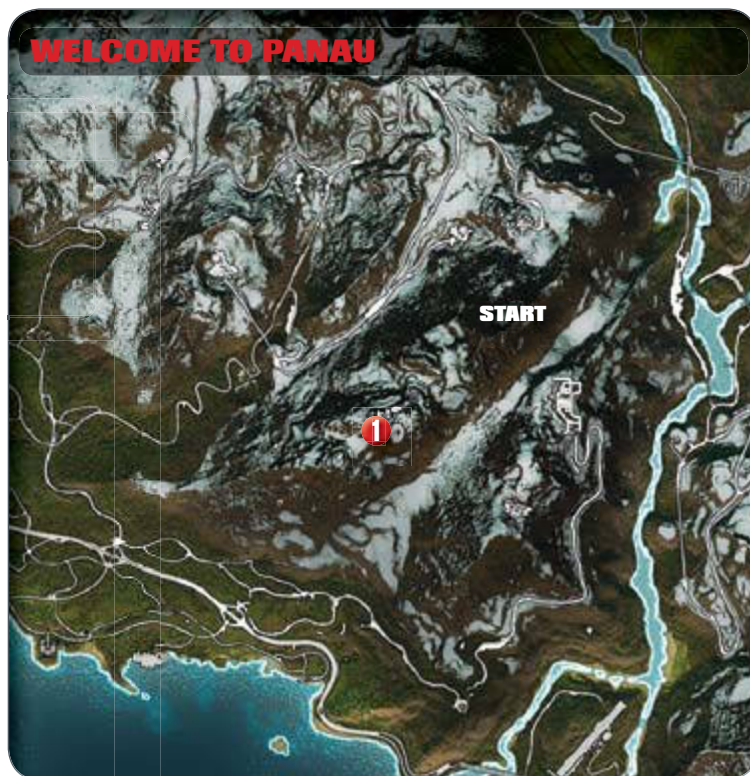
## WORKING FOR THE MAN

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## LEGEND

- 1** Kem Gunung Dataran Tinggi base

## WELCOME TO PANAU



## Strategy

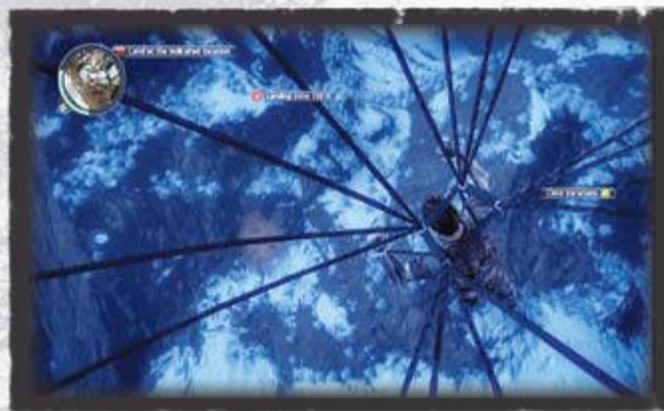
**Location:** Kem Gunung Dataran Tinggi

**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts



The mission begins with you speeding toward the surface, having jumped from the helicopter. You need to zoom straight for Marshal's falling body to retrieve

your PDA. Press forward to straighten out and pick up speed, aiming directly for Marshal while avoiding flak bursts in the evening sky.



After retrieving your PDA, you must release Marshal. Now, continue streaking toward the site of the memory cards, which now appears on your HUD. The distance to the landing zone appears next to the marker, helpfully informing you of how soon

you will pancake on the side of the mountain unless you pull the cord and release your parachute. When you reach the 700-meter range, hit the chute and drift in for a soft landing outside the marked zone.

This initial run up the mountain acts as a tutorial for some basic functions, such as using your grappling hook to scale vertical surfaces. Use the hook to vault over the first wall, but then slow your pace as you approach the next. There is an enemy soldier on the rooftop ahead. Without a gun, you must use the tools you have to neutralize him and continue moving into the mountaintop site.



Aim for the soldier and grab him with your grappling hook. This yanks the soldier off the rooftop. He does not survive the fall.





## WORKING FOR THE MAN

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**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE

Grapple up to the soldier's post and then cross the rooftops to find the first memory card. There are no other guards in the immediate area.



Turn your fire on the attack chopper that zooms down to pepper your cannon with minigun fire. Two or three direct hits from the cannon will take the chopper down.



At the edge of the rooftop, you are prompted to use your grappling hook to pull fuel barrels down on soldiers below. This is more than just a clever combat technique. Destroying fuel barrels whenever you spot them is a good way to add small bits of Chaos to your overall total. You get +10 Chaos per barrel. That doesn't seem like very much, but there are literally thousands of barrels out there. That adds up over time. After finishing with the barrels, zip to the next rooftop and snag the pistol in the marked weapons stash. Now you have the means to shoot guards *and* pop assets like the fuel depot to your right.

**TIP**

*With bullets at a premium right now, you may wish to hold off on the fuel depot. You will soon have the means to create a lot of noise, and thusly, a lot of chaos.*

Use the pistol to take out the next set of guards. Zoom in and pick them off via headshots to get that stat counter going. Use your grappling hook to pull the next batch of guards out of cover, and then finish them off with the pistol.



The next memory card is on the ground by one of the giant anti-air cannons that jostled your chopper at the start of the mission. Pick up the memory card, but then jump behind the cannon. You can now cause massive destruction at the base. Shoot everything that turns the target cursor red, such as the radar dishes and radar domes next to the cannon. However, the cannon also has serious range. Turn it on the buildings above you and unload on silos, radio masts, and broadcast towers.



After blasting everything in sight, leave the cannon and pick up the weapon part next to the tram car. Notice how this increases the completion percentage of the site; you must pick up all bonuses to finish off sites and wrest them wholly from government control. Now, start the tram and begin the journey across the gap between the radar dishes and the main base site.



Look out—more soldiers wait for you on the opposite side of the tram ride. If they move near the ledges, yank them off their feet with your grappling hook, notching a Fall Kill on your stats. Otherwise, plug them with the pistol. If you take damage greater than that which you recover naturally, instantly recharge at the medical kit on the wall, marked with the large green cross.

*Never be too quick to use the medical kits in a mission. They do not respawn and will remain empty unless you restart the mission.*

**CAUTION**





The third memory card is on the ledge overlooking Panau. A cash stash is next to it.



To capture the fourth memory card, you must pursue a fleeing soldier who is carrying it. To quickly get on top of the soldier, grapple to the tram parked halfway across the gap to the right. Then, as you are about to reach the tram car, deploy the parachute. This slingshot technique is critical for getting in and out of hot spots. You can actually chain together multiple slingshots to cross large areas, but in this situation, you need only one.

At the site of the soldier, drop his comrades and then zero in on the one with the memory card.



## TIP

There are two critical pick-ups at this site beyond the memory card. Grab the submachine gun from the helipad (place it in your alternate holster) and the armor part from the radar dome. This begins your armor part collection, which is paramount for survival. For every five armor parts you bank, your maximum health increases. You cannot pass these up.

After capturing the card, grapple up to Kane's chopper and hold on as she flies you back to the main site. While flying, target the soldiers on the rooftops. Aim for the fuel barrels to earn a little Chaos and blast the soldiers to their doom.



## TIP

It is tempting to empty a few clips into the silo, but unless you have full stocks, preserve your bullets. You can always return to clean out the rest of the site.



Drop down when Kane lowers you to the main site. Now you must take out two mounted gunners who guard the bridge leading to the fifth memory card. There are two ways to stop these gunners. Either step out from behind the concrete barriers and take shots (relying on autotargeting to make sure you get your target), or use the grapple hook to pull the soldiers out from behind their guns. Once the gunners are down, cross the bridge and pick up the nearby vehicle part and the memory card.

As you rush up the ramp, target smaller assets like broadcast towers to keep banking Chaos.



Kane cannot pick you up until you have disabled the two SAM batteries on the base. There is a crate of triggered explosives near the SAMs. But to reach that, you must first blast through a small wave of soldiers. If one surprises you up close, whip him with the grapple hook. Run over dropped weapons to keep your stocks full.

CHARACTERS

FIELD GUIDE TO PANAU

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## WORKING FOR THE MAN

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**JUST CAUSE 2**™ PRIMA OFFICIAL STRATEGY GUIDE

Don't ignore shooters on the ledges above you. Grapple up and take them down. With the guns you pick up, you can shoot out the silos without worry of running out of ammo.



After picking up the triggered explosives, toss one on each SAM. To detonate the explosives, hold the Throw button, but make sure you are far enough back. The blast radius is substantial—and deadly. Use the rest of your triggered explosives on the Baby Panay statue above the SAMs. Place two explosives on the statue base and then detonate it to bank 1,000 Chaos and \$5,000. Now that the SAMs are smoldering wrecks, Kane can come get you.

The explosions on the mountain base pretty much blew your cover. Baby Panay knows somebody is on the island and gunning for

him. Now you must seek out the Agency's other Panauan asset: Karl Blaine. The degenerate gambler isn't going to be the most helpful person in Panau, but he's the only friend you have on the ground right now, so he'll have to do. Kane flies you down to his villa, leading your directly into the next Agency mission: Casino Bust.

## Casino Bust

Knock, knock—nobody's home at Karl's place. The gambler is at the Panau Falls Casino. That wouldn't be a problem except that as you touch down outside Karl's villa, word goes out over Panauan television that Baby Panay is about to level the place as a statement that foreign greed and decadence is no longer welcome in the island nation.



After discovering Karl is not home, you are greeted by Jade Tan, a woman who claims to be Karl's girlfriend. She offers to give you a lift to the casino in hopes that if you



save Karl, she will also avoid government scrutiny. You accept the ride and roar off to the casino, leaving Kane behind.

## Strategy

**Location:** Panau Falls Casino

**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts

### LEGEND

- 1** Panau Casino
- 2** Karl's car
- 3** Soldier engagement
- 4** Karl's villa





# WORKING FOR THE MAN

Welcome to Panau • Casino Bust • White Tiger • Mountain Rescue • Three Kings • Into the Den • A Just Cause



As you approach the casino, note the convergence of soldiers around the Baby Panay statue out front. Expect a skirmish there; prepare yourself by collecting a submachine gun and frag grenades from the small boxes on the road's right side. Once you have the gear, rush the soldiers and gun them down before they can react to your presence. You may catch two or three in the surprise attack, but expect heavy resistance soon.

## TIP

About the Baby Panay statue...if you have triggered explosives left, you can blow the statue base and bring it down. Far

more fun, though, is to attach your grappling hook to the statue's torso and then double-hook it to the nearby MV V880 military truck. Now jump behind the wheel and drag the statue down for Chaos and cash.



Press through the next wave of soldiers as you close in on the casino towers. Far more dangerous is the demolitions officer on the landing in front of the casino. He throws grenades at you from afar. If he rolls one next to a parked car or truck, the resulting explosion can instantly kill you. Grapple up to the landing and then shoot the officer down. Just make sure you back up as soon as he is dead, because he drops a series of timed explosives that go off three seconds after his death. If you are caught in the blast, you risk getting killed.

## TIP

Pick up the triggered explosives dropped by the deceased demolitions Officer and snag the nearby armor part.

You must now scale the casino towers to disarm Baby Panay's thugs have placed on the upper floors of the casino.

Without a chopper, you must use your grappling hook to scale the face of the casino. To move up the building, just shoot your hook and pull yourself up. When you stop and hang, aim farther up the casino and then fire the hook again. You release from the building but fire the hook so fast you do not fall. Repeat this over and over to move up to the casino balconies with the bombs.



To actually grapple inside the balcony, you may need to zip out to the sky bridge and then grapple back to the building.

## TIP

Try dual-hooking enemies to ledges to fling them out into empty space, or dangle them from the ceiling.



Blast the soldiers around the bombs. If you are short on ammo, pick up the assault rifle from the boxes near the bombs.



Once the soldiers are down, walk up to the bomb. Disable it by following the onscreen button prompts.

CHARACTERS

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## WORKING FOR THE MAN

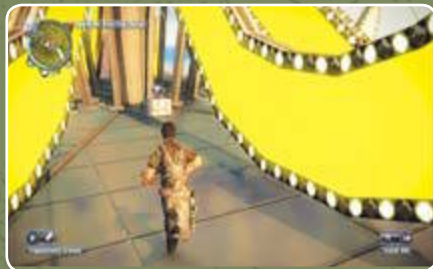
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**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE

Now, cross the sky bridge and disable the bomb on the other tower in the exact same way.

**TIP**

While you're on top of the casino, why not grapple all the way to the roof and pick up the armor part?



After you destroy the second chopper, Karl runs across the sky bridge to make his escape. He's stopped by an opposing force. Karl aims his gun at the soldiers, but you must help him get out of there. Zoom alongside the sky bridge and blast the soldiers with your miniguns. Then, land on top of the sky bridge and exit the chopper. Jump through the hole in the rooftop to grab Karl and get him out of there—by jumping out of the building.

When you and Karl land, he agrees to help you find Tom Sheldon, but you must first get him back to his villa. He knows soldiers are on the way. So, use the dual hook to attach Karl's ditched car to the nearby tractor and pull it out. Once it is on the road, Karl can drive you back to his villa.

**TIP**

Before pulling out the car, pick up the nearby assault rifle and weapon part.

After you disable the second bomb, an attack chopper races up to the balconies to see who is meddling in government affairs. Before the chopper turns its miniguns on you, grapple onto it. Pull yourself up to the nose and lean to the left to shoot the copilot as he leans out. Once the copilot is down, enter the cockpit and follow the onscreen prompts to bash the pilot three times and throw him out of the chopper. Now you have control of the chopper. And that's a good thing, because a second chopper is inbound.



Stay above the second chopper and rain minigun fire on it. If you stay above it, the other pilot will struggle to target you. Facing the chopper head-on makes it too easy to shoot you down at the same time.

Once Karl's car is on the road, stunt jump on top of the roof. From up here, you can aim at Panay's thugs as they give chase. It takes a moment for the government trucks to catch up, but when they do, they come hard and fast. You must blast these trucks off the road to make your escape.



Zoom in and aim for the tires! If you shoot out a front tire, the truck flips or veers into a ditch.





## WORKING FOR THE MAN

Welcome to Panau • Casino Boot • **White Tiger** • Mountain Rescue • Three Kings • Into the Den • A Just Cause

Dual-hook trucks to the bridge and watch them flip and fly.

Keep on the trucks, blasting them before they get close to Karl's car. If they move alongside Karl's car, target the soldiers hanging out of the doors first. Beware of jumping to a truck, because if you get too far from Karl, the mission ends in failure.



Once you finally reach Karl's villa, the agent jumps out and promises to help you find Sheldon. He also says he can help you burrow into the three rival factions vying for control of the island in the event of Baby Panay's downfall: the Reapers, the Roaches, and the Ular Boys. He will slip word that a criminal named Scorpio is in Panau and looking for work.



To get you started, Karl takes your PDA and gives you intel. He also marks each faction's HQ on your map. This unlocks the first three Stronghold Takeover missions for each faction. You must complete at least one of these next to keep the adventure rolling along.

Completing this mission also unlocks the ability to call in orders to the Black Market. The Black Market is run by a shady operator nicknamed Sloth Demon. Just use the beacon Karl gives you to call down the Black Market chopper, order up weapons and vehicles, and get extracted and relocated to discovered locations on the island.



## White Tiger



You finally have a lead on Tom Sheldon, also known as the White Tiger by locals. You must report to a contact in the desert village of Bandar Lengkok Sungai. After you loosen his lips with some cash, he tells you where you can find Ken Pang, who can actually take you to Sheldon. Pang, however, is about to be executed for not paying gambling debts. You must rush to his rescue and then follow his lead to locate Sheldon and discover if the agency asset has indeed gone rogue.

## Strategy

**Location:** Bandar Lengkok Sungai

**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts

### LEGEND

- 1 Gambler's Den
- 2 Shipwreck
- 3 White Tiger base





# WORKING FOR THE MAN

Welcome to Panau • Casino Bust • **White Tiger** • Mountain Rescue • Three Kings • Into the Den • A Just Cause

**JUST CAUSE 2**™ PRIMA OFFICIAL STRATEGY GUIDE



After you leave your contact, the gambling den where Ken Pang is being held appears on your map. It's just upriver. There is a boat on the pier below the village. Steal the boat and steer it along the river until you reach the docks outside the gambling den. Get out of the boat and approach the den. The Sloth Demon will tell you what to do next.

## TIP

*There are cash stashes under the gambling den.*

Enter the den and kill all of the guards in the courtyard. The excitement should lead the people holding Pang out of hiding.



Stepping into the open reveals snipers at every tower in the den. The red lasers dance across the ground as the snipers seek their shots. Quickly target the snipers in their perches and pull them down with your grappling hook. When the third (and final) sniper is down, you must locate a walkie-talkie and lead Pang's guards into the open.



Grapple up to the walkie-talkie in the tower and report that the intruder has been taken care of. Then, pick up the nearby sniper rifle.



Through the rifle scope, watch the executioner march Pang into the courtyard. Follow the executioner until he is completely exposed, and then go for that deadly headshot. If you miss, he will kill Pang. So, zoom in and make sure his skull is in the center of your sights before pulling the trigger.



Dropping the executioner triggers more thugs to enter the courtyard. Snipe them from your tower before parachuting down to escort Pang out of the den.



Pang runs ahead but stops whenever he is confronted by criminals. He hangs back until you gun down the gang.

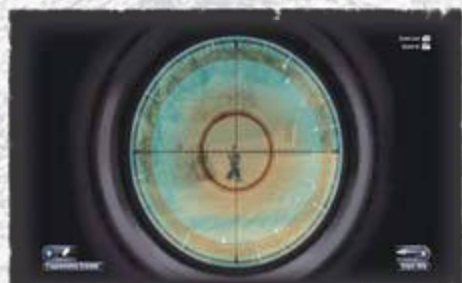
## TIP

*Drop frags into the middle of criminal packs to send bodies flying.*

After you kill the remainder of the thugs, Pang leads you out to a pair of motorbikes he has stashed. Jump on the extra bike and follow Pang across the desert. Keep up with him. If he gets too far ahead, the mission ends in failure, especially when he stops at the site of the ambush.



Rush ahead of Pang and kill the thugs at the ambush in the narrow canyon. Then turn to the bikes and head back out until you reach the site of a shipwreck.





## WORKING FOR THE MAN

Welcome to Panau • Casino Bust • **White Tiger** • Mountain Rescue • Three Kings • Into the Den • A Just Cause

Pang freaks at the sight of soldiers at the shipwreck. Apparently they are looking for the White Tiger, too. Pang tells you to scour the site for a clue about finding the White Tiger. But to do that, you must gun your way through the soldiers, including a tough-as-nails colonel. Pick up the frag grenades from the crate near the shipwreck, and stock up on weapons if need be. Also note the medical kit against the ship's hull. If you get in trouble, grapple back outside to heal up.



The soldiers in the ship interior are easy to spot. They dart across the clearing to take shots at you as you enter. You can either hang back at the door and use it for cover while taking shots, or you can brave the open yard and intimately trade bullets. However, don't ignore the rusty mast poking into the sky. Zip up there and then pepper the desert with frags and bullets to not only kill the normal soldiers, but also to wound the colonel.



The colonel is heavily armored, so you cannot just run alongside him and fill his chest with bullets like a base-level grunt. Even his head isn't as soft as a soldier. Plus, the colonel is armed with a killer machine gun that eats up your Health meter if you are caught in the open. So, you need to stay back at first and wear him down. Roll a frag grenade (or two if you have extras) at the colonel's feet to soften him up. Throwing two will keep him boxed in, since he likes to jump away when he sees one coming his way.



Trip the colonel up by hitting him with your grappling hook. You cannot pull him to you, but the wire prevents him from moving for a few moments. Use that time to unload a clip into his face.



After you eliminate the colonel, he drops a PDA. The PDA lets you connect to Sheldon. He places a beacon on your map for his hiding spot. It's almost 1.5 km away, so you better start running. Fortunately, you can save your boot leather: An attack chopper drops from the sky to avenge the dead colonel. Grapple to it and eject the pilot. Now you have a perfect ride to Sheldon's beacon.



Pilot the chopper over the desert and land on the beacon in the jungle. You are welcomed by a tranquilizer dart to the back of the neck.

When you wake up, Sheldon greets you and then cuts you down from your hanging rope. He apologizes. Some of his fellow White Tigers get a



little too eager. Sheldon makes it up to you over a BBQ lunch and admits he was the Sloth Demon (Sloth Demon = Tom Sheldon. It was an anagram). However, the reunion is cut short when Panay's troops raid Sheldon's hideout. You grab the nearby minigun and agree to escort Sheldon out of the jungle so he can help you get closer to Panay.



## WORKING FOR THE MAN

Welcome to Panau • Casino Bust • **Wade Tiger** • **Mountain Rescue** • Three Kings • Into the Den • A Just Cause**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE

You must keep Sheldon alive as you work your way through the ruins. Stay a few steps ahead of Sheldon when he stops, because that means he has spotted soldiers. Inch ahead to draw fire—you regenerate health; Sheldon does not. Next, cut through the pack of government soldiers with that minigun, spraying fuel drums to make them explode and topple stone totems so the rocks crush soldiers. There are several encounters on this rampage, so always listen to Sheldon, as he will stop talking about Panay whenever trouble is about to flare up. With unlimited ammo, you can easily keep the soldiers at bay.



At the end of the firefight, a truck pulls up to pick up Sheldon. Sheldon suspects that Karl betrayed you by slipping a bug into your PDA when he downloaded all of

that faction intel. Sure enough, he was right. Karl is no longer to be trusted. Sheldon also reveals that Jade Tan is working for the Agency. Before leaving, Sheldon tells you to keep working with the factions. He believes they have information on heavy clients at work behind the scenes in Panau. You need to flush them out before you make a run on Baby Panay.

## Mountain Rescue

To start this mission, hook up with Sheldon and Kane on the beach marked on your PDA map. Sheldon tells you that Jade Tan has been captured by Baby Panay—Karl ratted her out. And if Sheldon knows Panay, there's a good chance Jade will be tortured and killed. Sheldon hands over the keys to a Sivirkin 15 Havoc attack chopper, and marks the location of the Kastelo Singa military base on your PDA. You must fly to the base and free Jade before she falls victim to Panay's blade.



## Strategy

**Location:** Kastelo Singa

**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts



### LEGEND

**1** Kastelo Singa base

**●** Vent



## WORKING FOR THE MAN

Welcome to Panau • Casino Bust • White Tiger • **Mountain Rescue** • Three Kings • Into the Den • A Just Cause

After picking up the offered gear, including triggered explosives, jump into the chopper and take to the skies. The military base is in the mountains, to the south of the beach rendezvous you had with Sheldon and Kane. As you approach the base, slow up. Your chopper has the guns to lay waste to a lot of assets on-site, such as radar dishes and fuel depots. But if you get too close, a SAM will take you out. So, target the SAM battery on the tower to the base's left first and then circle the base, racking up Chaos points by dismantling government assets.

To complete this mission, you must actually land and attack ground targets. But for now, enjoy the use of the attack chopper, and blast the radar dishes and other assets to bank Chaos.

**TIP**

There are two radio masts at this base. Don't leave without bringing them to the ground.



To free Jade, you must start by tearing apart the military facility. There are four vent stations at the base. You must destroy all four of them so that air no longer circulates below the surface. The four vent stations stretch up the mountainside—they are not all placed together. To destroy a vent station, you must cut through the patrol guarding it—be warned, the soldiers are very aggressive—and then destroy the generator within. You can shoot the generator, but that will take a lot of bullets and time. Too

much time, in fact. You risk reinforcements shooting you in the back as you try pumping enough lead into the generator to blow it. The better approach is to plant two triggered explosives on the generator and then detonate them as you are leaving the station.

Rushing inside the vent station is a good way to get shot in the back. This mission is not timed, so methodically clear out the soldiers before attempting to enter a station.



There is typically two or three soldiers inside each station.

**CAUTION**

Place two explosives on the generator and then bail. Do not detonate the explosives until you are outside the station.



Once you blast the first vent station, steal the nearby MV V880 and drive it up the hill to the next station. While driving, you cannot be shot (unless you just sit there and take a pounding), which gives you a chance to heal up a little before making a play for the second station.

Yank the sniper off the tower outside the second vent station, and then clear out the surrounding guards before rushing inside.





## WORKING FOR THE MAN

Welcome to Panau • Casino Bust • White Tiger • **Mountain Rescue** • Three Kings • Into the Den • A Just Cause**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE**TIP**

*Try to avoid crashing your MV V880. You'll want to use it to drive farther up the mountain to the next station.*



Resistance grows more significant with each station. You should expect three or more guards in a station. If you run low on bullets, help yourself to an SMG in a box to the left of the station entrance. With full clips, you can rip apart the guards inside the station and quickly slap two bombs on the generator. Leave the way you came in and then blast the second vent station.

**TIP**

*Collect the weapon part atop the station after blowing the explosives and killing any nearby guards.*

*There is a GV-104 Razorback tank next to the guard tower you pass on the way up the mountain. While you cannot drive that tank into a vent station and blow up the generator, you sure can wipe the guards off the station exterior with ease.*

Use one of the MV V880s to race up the mountainside to the next station. However, the cement blocks in the road mean you must hop out at the guard post—which is currently manned by a single shooter. Repeat the same procedure at this station and then continue up the mountain.



Claim the MV V880 at the wreck of the third station and then roar farther up the mountain road. The fourth station is also heavily guarded, both inside and outside. Expect



gunners on the roof, so either stand back and open fire or quickly duck inside and fend off the thugs guarding the generator. Throw two bombs on the generator and then back out of the station. Blast the station off the mountainside.



*There's an armor part on the roof of the cement structure next to the fourth vent station.*



Now that all four vent stations are down, the military have no choice but to open some doors to get fresh air inside the underground facility. Follow Sheldon's orders to race back down the mountain and enter the base via an entrance below the first vent station. Use the mark on your map to close in on the target. Once you're on the concrete slab in front of the base entrance, blast any guards and heal up at the medical kit.



When you attempt to enter the base, you are attacked by three ninjas. Each ninja has a sword, an SMG, and a bag of smoke bombs that help them disappear. So stay back. If you get too close to one of the ninjas, they drop a smoke bomb and vanish, usually several feet away and with the SMG outstretched. You cannot use the grappling hook on the ninjas, either. They disappear if you attempt to hook them.



## WORKING FOR THE MAN

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You will not kill a ninja with a single attack. You must play along with their cat-and-mouse game, filling them with half of a clip and then finding them again after they disappear.

While you should always shoot for the nearest target, try to zero in on one ninja at a time. It's better to whittle their numbers down one by one than have three ninjas with partial health still running around. After all, it doesn't matter if a ninja has full health or just a sliver. They can still shoot all the same.

## TIP

There is a medical kit on the wall just inside the base.



After you eliminate the three ninjas, Panay's thugs throw Jade into a truck and try to escape. Running interference is a nuclear submarine, so don't even try to chase her down with a chopper. Jump off the cliffside and parachute after the truck as it speeds across the frozen lake. You must hijack that truck before it escapes the frozen lake and into the pass below.



If you cannot get a good shot at the truck, land ahead of the convoy and then turn back to target them as they roar by.



The armored truck provides lots of cover for the ninjas who pop out to shoot you off the roof. Move around the vehicle to circumvent the armored doors and to dodge incoming fire. It's very difficult to shoot you while you're hanging on to the front grille. After shooting all of the ninjas off the truck, return to the roof and then press the Enter button to start the hijack. Follow the onscreen prompts to hammer the driver with three sharp blows, and then throw them onto the ice. Once you take control of the truck, the rescue ends in success.



Saving Jade from Baby Panay does more than add a pretty face to the group. Jade has some valuable intel on the heavy players pulling the strings in Panau. She reveals that former Soviet Secret Service agent Alexander Mirkov is aiding the Roaches. The Reapers are backed by Zhang Sun, a Chinese general with a sadist streak. The Ular Boys are in league with a disgraced Japanese general named Masayo Washio.

Why are these three involved in Panau's politics? That is the thrust of the next Agency mission: "Three Kings." Once you have achieved enough Chaos to unlock it (use the Chaos meter on your PDA to see how much more damage is required to open it), head off to solve the questions posed by Jade's intel.

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## Three Kings

You have amassed the needed intel on the three heavy players to mount an attack. All three targets are staying at the Three Kings Hotel, a luxury high-rise. The best part? None of the three knows the other is involved in Panauan affairs, much less staying at the same hotel. You have all of your eggs in one basket. Time to blow up the basket. Sheldon agrees to come along for the ride. While you deal with the thugs on the hotel rooftops, he will provide air support in the chopper.

*Though there are weapons placed around this mission, you should hit up the Black Market for top gear first. Spend weapon parts to upgrade weapons and explosives, because you need good guns, such as upgraded SMGs and assault rifles, to tackle the rooftop threats in this mission.*

**NOTE**

### Strategy

**Location:** Three Kings Hotel**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts

When the mission begins, Sheldon is shuttling you toward the Three Kings. He tells you to jump as he nears the hotel. One of the three towers is now marked onscreen.

Parachute toward the marked tower, where you must engage one of the three shadow clients in combat. As you close in on the rooftop, the game switches to a cutscene of your safe landing.



Chinese general Zhang Sun and his minions wait for you on the roof. They break out the explosives as you come in for a landing.



Zhang Sun attacks from the stage above the hotel bar. He is flanked by four guards. Three of them typically spread out across the rooftop to seek you out while Sun throws



bombs. There is a lot of cover on the roof, such as the bar and several concrete planters. If you get in trouble, use the medical kit to the stage's right to heal up, and pick up an SMG.

*You cannot use your grapple hook to pull Sun toward you, nor can you slingshot him off the rooftop.*

**CAUTION**

### LEGEND

**1 Three Kings Hotel**

### THREE KINGS





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Shooting Sun works to a degree. Peppering the stage with explosives is far more effective. Sun rolls away from frag grenades, but triggered explosives are little trickier for the guy. If you drop one or two on the stage, he does not drastically avoid them; therefore, wait until you see him run near one of the explosives and then detonate it to injure him and send him flying off the stage.

There is an armor part at the bottom of the stairs to the stage's left, which is another good place to hide and regenerate health.



Clean out Sun's minions early so you can concentrate on the mastermind. Watch him throw the bombs across the rooftop and then roll away from them. As you pop up, empty a clip into Sun. He does not react very fast right after a throw, giving you a chance to really do some damage.

Use the stage itself as cover, darting out to throw grenades at Sun or empty half a clip before rushing back into cover.



When you do finally kill Sun, keep back. He drops several bombs, just like a demolition officer. If caught in the blast, you may be launched clear off the rooftop.



After Sun perishes, Sheldon swoops down to take you to the next marked rooftop. The Russian gangster Alexander Mirkov is ready for you—he's even had a tank ferried to the rooftop to take you out. Before grappling to Sheldon so he can escort you to the next tower, refill SMG ammo (if that is your desired weapon) and nab the cash stash above the stage. When you are all set, hook to Sheldon's chopper and accept the ride.

Drop down on the next rooftop when Sheldon slows down. Sheldon tells you he has your back. He better, because Mirkov's tank turret is devastating. You can take cover from it at the stairwell (where you find a weapon part) and at the bar, but out in the open, you are in serious trouble. When Mirkov stops to let his guns cool, Sheldon swoops low and opens fire from his chopper. Use these precious seconds of reprieve to pop out and zero in on Mirkov's head.



*Just like your fight with Sun, you cannot use your grappling hook to rip Mirkov out from behind the gun.*

*Do not get close to the stage. Mirkov has mined it! If you walk too close to the flashing red lights, they explode. If you have been injured, the explosion may be enough to kill you.*

**CAUTION**



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Watch out for Mirkov's men. When you pop out of cover, they swarm. Take them out early so you can concentrate on Mirkov's head when Sheldon provides cover.



Use frag grenades and triggered explosives to damage the tank and hurt Mirkov.



Your best chance against Mirkov is to slip to either side of his tank and hide until Sheldon provides cover fire. When Mirkov's turret swings toward Sheldon, Mirkov's head is completely exposed. Use Zoom mode to get a good look at the side of his dome and then empty a clip. As soon as you hear Sheldon stop firing, though, you better run. Mirkov will turn right back to you when Sheldon moves away from the rooftop.

**TIP**

While not exactly a solid strategy, you can create a "safe zone" to one side of the stage by triggering a mine and taking the damage. Heal up with the medical kit near the bar, and then use that "unmined" wall to the side of the tank as cover when Sheldon cannot offer fire.



When you finally break Mirkov down, Sheldon ditches his damaged chopper—and crashes it right into the Russian's tank. Now you must head to the third tower to take out Washio.

Before leaving the current rooftop, scavenge any spare ammo from the small boxes. Then, jump off the side of the building and parachute over to Washio's tower. Grapple onto it and pull yourself in.

Though there are weapons to use on the roof, your target is the two doors to Washio's suite on the hotel's penthouse level. Parachute in and open fire on the Japanese general's guards.



You must blow up the two doors to the suite. If you are out of grenades, pick up some frags from the box in the red-carpeted hallway.



After destroying the two doors, Washio has no choice but to flee to the rooftop. You chase after him. However, as you arrive, you realize that it might be *you* walking into a trap, not Washio.

The general has a battery of satellite-controlled missiles that will call down from the heavens and blast you off the side of the hotel, your broken body falling to the street below.



Washio is armed with an SMG that he uses to defend himself during this battle, but you should be far more concerned with the missiles. The missiles are heralded by a collection of laser beams that meet at a single point. If that single point is on top of your head, you're a goner. So keep moving around the rooftop. If you ever stand still, the lasers will find you.



Washio is flanked by three or so minions with SMEs. Ventilate them as you move one step ahead of the lasers.



Get up on that stage or run by it, emptying a clip into Washio as you move.



Now, this is tricky but ultraeffective against Washio. You know how the lasers collect on your position? Lure the lasers to Washio. Back him up to a corner of the stage by whipping him with your grappling hook. (You will take some fire, but if you save the medical kit, you can use it to restore your health after this daredevil move.) Let the lasers converge on your location and then roll away. Washio doesn't move as fast as you. He will be caught in the missile blast, which severely shears his health.



Keep moving around the rooftop, trying to drag Washio into his own weapon systems. He likes to stick to the stage since it is the high ground, so if you can pass him on the steps, you can lead him directly under a missile attack. Once Washio is dead, the mission ends in success.



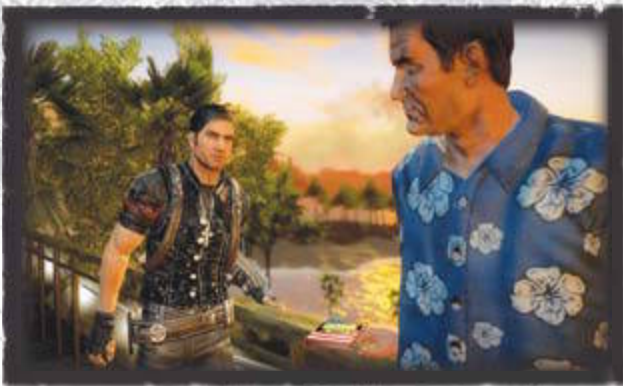
At the rooftop bar, Sheldon fixes

you a drink. Together, you go over the intel gathered from this mission. All three superpowers are interested in Panau for a reason, but all died before telling you exactly what that reason is. What could Panau possibly possess that would have Russia, China, Japan, and the United States butting heads? This is just a small island nation, after all... Sheldon tells you to get back to work with the factions and keep destabilizing Panau. You've almost sent the entire island into pandemonium. As soon as you have the entire island under the control of the factions, Baby Panay will have no choice but to show his hand.

*The final two missions of the main campaign follow. Do not read them unless you want to spoil the surprise ending of Just Cause 2. Come back here after you have caused enough chaos to unlock the mission "Into the Den."*

### CAUTION

## Into the Den



This is it, the beginning of the endgame for Baby Panay and his regime of terror. You have successfully delivered the island to the rival factions. Everything is in complete disarray. Chaos reigns. Mission accomplished?

Not yet.

It's now time for regime change. You must chase Panay to his hidden lair and kill him. When the vacuum of power opens up, the Agency can install a new leader. Sheldon places the location of Panay's lair on your PDA map. It is situated in a heavily fortified canyon. You cannot fly straight to the lair; you must go in on the ground and disable air defenses. He then tells you that you may take one of the factions into battle with you to help during this penultimate mission. Once you choose a faction, there is no backing out. They are with you to the end.

*It does not matter which faction you choose to take with you; the selection does not affect the course of events or strategy for finding Panay. For the sake of this chapter, we're going with the Reapers. What? Bolo's cute.*

### NOTE



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## LEGEND

- 1 Reaper HQ
- 2 Ular Boys HQ
- 3 Roaches HQ
- 4 Rally Point
- 5 Baby Panay's Lair
- Anti-Air Guns

## Strategy

**Location:** Wajah Ramah Fortress**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts

When you leave Sheldon, you must report to the HQ of your chosen faction. All three HQs are on your PDA map. Fly or drive to the faction HQ and engage the leader, requesting their assistance. Naturally, the faction leader agrees to help you hunt and destroy Panay. They want that little creep gone, too. Although, they have no idea that once you've taken their help, you have other ideas about who to install at the top of the pyramid.

## TIP

*Weapon up before heading out. There is gear at each faction HQ. And since this is the start of the endgame, blow your cash and parts on your favorite tools of destruction.*

The faction leader pledges support to you. A small patrol of the faction's best men will flank you as you take the canyon. However, the faction leader cannot join you. Not while the air defenses are in place. You need to work your way through the canyon and disable air defenses so the faction leader can



air-drop technicians to help you hack the security system that keeps Panay's lair locked up tighter than a kick drum.



Before you can start disabling the air defenses, you must push through the canyon floor. There is a system of rally points you must capture with your comrades. Soldiers are present at each rally point, and the closer you get to the lair, the stronger they become. Start running toward the first rally point and then unload when you see the first soldier raise his weapon. While you can regenerate health, your comrades cannot. If they fall, they do not get back up. The longer you can keep these guys with you, the easier you'll have it while sweeping out the canyon.





Stay with the pack. Weapon and vehicle parts tempt, but your comrades need your support to survive.

As you approach rally points, throw explosives over your comrades' heads to soften up the soldiers.



Look for medical kits at the rally points, and always scoop up your fallen enemy's dropped weapons.



When you reach the cement wall, you must stop. Just as the team collects around you, a Razorback bursts through the wall and opens fire. Your comrades do not stand a chance against firepower like that. If you do not act fast, they will be killed within seconds. As soon as possible, grapple the gunner atop the tank and rip him out from behind the trigger. Then, slap a pair of triggered explosives on the tank and blow it sky-high.



Once the tank is down, you can start moving on the air defenses. Inside the first clearing, blast the nearby generators to generate a

little Chaos and pick up the armor part. Climb the stairs and cut down the small soldier patrol hiding behind some boxes.

Grapple up to the cash stash above the clearing, and take a shortcut up the side of the mountain.



Blast every asset in sight. Not only does this cause chaos (always fun), but it also adds to your stats. And in about 30 minutes, you'll see just how those factor into the overall game.



When you reach the top of the stairs, you're finally at the first antiair gun. But before you can sabotage it, you must deal with a mounted gun and several soldiers. Start with the mounted gun. Rip that shooter out of his perch with your grapple hook, and then train your fire on the other soldiers. Take to the mounted gun yourself to attack the remaining soldiers. And if you really want to take some firepower with you up the mountain, detach the mounted gun and carry it with you. It requires you use both hands, so you cannot use your grapple hook, but nobody can withstand a full blast shot from that cannon.



Destroy the antiair gun with whatever you have handy. The mounted gun works well, as does triggered explosives. Now your faction boss can send in a technician to start hacking the controls for Panay's palace.

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Once the first gun is down, hop on the nearby tram car and ride it to the next gun. You are dropped off right next to it, but several soldiers are determined to stop you. Unload on them as soon as you exit the tram. There is an elite in the group with extra ammo, so go for the head if possible. You must also watch out for a mounted gun on the anti-air gun platform. Take out the gunner so you have free access to the air defenses. Destroy the gun so the faction can parachute in another technician.

**TIP**

*Pick up the armor part on the building to the right of the anti-air gun.*

Keep ripping apart the facilities in the canyon whenever possible. Using a detached mounted gun works because it is powerful and has unlimited ammo.



The final anti-air gun is just a tram ride away. When you reach solid ground, you can pick up a medical kit and a shotgun, but that's only if you survive the initial defenses. There are two autoturrets in front of the anti-air gun and a small ninja patrol that dances around. This is why the detached mounted gun remains a good pick-up. It slows you down, but the minigun makes short work of the ninjas and knocks over the autoturrets before they can even draw a bead on your position.

Once you have destroyed the ninjas and the turrets, ruin the final anti-air gun. Your faction leader comes over the radio. All three technicians are in place. You should now use the tram to cross to the carved faces of the Panay family on the mountainside. The entrance to Panay's lair is through the mouth of the central face. You must hack it with the other three technicians at the same time, so ride the tram to the mouth and start the hack.



The mouth slowly opens, revealing a stunning courtyard carved inside the mountain. All is still. Too still for your taste. You must cross the courtyard and access the personal quarters marked on your map. You will find Panay there.



You confront Baby Panay. The creep asks if you are also on Panau to steal the country's oil supplies. Oil. This was all over oil. Before you can handle Panay yourself, though, Karl comes out of hiding to attack Panay. Brandishing a grenade and with a freaky glint in his eye, Karl grabs Baby and pulls him close. Karl thinks Panay killed Jade, and now he is willing to give up his own life for revenge. Who are you to stop him?



The explosion kills them both. But when Panay dies, a self-destruct mechanism is started. You must escape the lair before it explodes. However, it's locked up. You must parachute to a control panel at the bottom of the courtyard and hack it to open



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the exit. But the scene is now full of elite soldiers and an attack chopper. With little cover at the panel, you must do something about the chopper. However, while you're shooting the chopper's guards, the soldiers on the ground will chew you to pieces.

So, you must first eliminate at least half of the soldiers in the courtyard. Drop down and plow through the soldiers around the hack panel. Don't even try to access it. Just hunt the soldiers. When the chopper circles overhead, roll away from its minigun spray. Once you have killed about five or six soldiers, you have the cover to take the chopper down.



Grab the medical kit from the wall near the panel before grappling to the chopper—you will take damage while attempting to hijack it.



Blast the two guards who hang out of each side of the chopper, and then hammer away at the pilot's face. Once you have control of the chopper, use its guns to kill more soldiers around the courtyard.

## TIP

Other soldiers will attempt to steal the chopper if you land near the panel, so trash the chopper by jumping out and parachuting to the ground. Let the chopper crash.



Once you hack the panel and open the exit, you have 30 seconds to get out of there. Look for the marked exit and then

zip up to it with your grappling hook. You have little time to engage the surviving soldiers. Just get out of that base ASAP before it blows.

Outside, you get in Sheldon's face for not telling you about the real reason you were inserted in Panau: oil. But before the two of you can get down to a geopolitical discussion, Kane arrives via chopper. Supertankers from rival powers are headed toward Panau. You must do something to stop this island from turning into a field of death and destruction over the black gold. This automatically segues into the final mission: "A Just Cause."

## A Just Cause



Panau is sitting on the world's largest oil supply. That's why players from all over the world were just circling like buzzards in the event Baby Panay ended up on a slab. And now that Baby is yesterday's news, the superpowers are converging on Panau to harvest that sweet crude. You need to make sure that only Uncle Sam gets to drink deep. You must fly out to the Panau oil field in the ocean and repel the supertankers on their way to take the oil, which will in turn lead to a war that threatens to ravage the island in ways that Panay couldn't ever have imagined.

## Strategy

**Location:** Trader Sierra Outpost

**Rewards:** 10,000 Chaos, \$20,000, three weapon parts, three vehicle parts

Kane drops you off at a Sivirkin 15 Havoc attack chopper. Load up on supplies and then take the chopper out to the spot marked on your PDA map. That's the location of the oil field. All of the supertankers will converge on that spot, which is likely where the shooting will begin.





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firing at about 320 meters and then inch forward until you see your shots landing on the SAM batteries. Stay out that far. If you get any closer, the SAMs will find you.



There is an attack chopper circling the submarine. If you do not deal with it in your own chopper, you must confront it when you land on the submarine.

However, as you fly out to the oil field, Sheldon tells you he is getting some nuclear readings from under the water. Something's up. As you close in on the oil field, a nuclear sub rises from the blue. Where did that thing come from? But the more immediate question is whether you can survive the incoming barrage of SAMs launched from the sub's deck. You need to get down to that submarine and check out who is driving it. Chances are good that the sub has a frightening payload.



Elite soldiers attack as soon as you land. Circle the submarine deck and shoot the soldiers. There are weapons against the far wall, near the doors to the sub's interior.



If you are facing away from the sub doors, you find a medical kit on the left side of the deck. Watch out for soldiers!



You have two options: You can either bail out of the chopper and just parachute down to the submarine, or you can attempt to blast the SAMs from a distance and then use the chopper's guns to target the soldiers scurrying around the deck. If you opt to use the chopper, get low to the water and creep up to the sub. Start



Use the flak cannon on the submarine's deck to shoot down the chopper. You better hurry because you are exposed on the cannon, and if you miss the chopper, it will cut you to ribbons with a minigun attack.



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Once the deck is clear of soldiers, hack the control panel and open the doors to see who is behind the wheel of this boat.



Panay survived the grenade blast? Well, it looks like he won't be winning any beauty contests now, but that rocket launcher he's pointing at you certainly makes him a front-runner for Miss Congeniality. Baby is flanked by a trio of ninjas who he sends out to attack you. You must thwart the ninjas and kill Baby. Again.

*Don't get close to Panay's platform unless you run right up to the edge of it. He has two guns on the wall above the platform that cannot be destroyed.*

**CAUTION**

When the battle begins, take immediate cover behind one of the huge stacks of gold ingots inside the submarine. The gold blocks Panay's rocket volleys and hides you from the ninjas. Use this moment to take stock of your surroundings. You have Panay on the far side of the area with a rocket launcher. Three ninjas are making their way toward you. There are boxes with assault rifles against the left and right walls and a medical kit on the right wall. Ready? Break!



You need to work your way closer to Panay, so take out those ninjas. Use the gold for cover and close in on the ninjas, catching them in streams of bullets.



There may only be three ninjas in the submarine when the battle starts, but there are plenty more where they came from. However, there are only ever three ninjas at a time in the hull. If you kill all three, Panay just orders the next ninja squad into action.



*This looks like a good idea, but it is not. Grappling up to Panay just puts you right in front of his wall-mounted guns, which shred you within seconds.*

**CAUTION**



This is a favorite trick of the ninjas. You have them dead to rights across the hull, but after you land a few shots, they vanish in a smoke cloud. Don't relax for a second. Start looking around your immediate area. Chances are good the ninja zoomed just out of your peripheral vision.



You cannot get close to Panay, but you can unload on him when he is reloading his launcher. He launches in volleys, so when you hear four rocket smash into a gold pile or a pillar, you have a few "safe" seconds to stand out of cover and empty a clip. The assault rifle is great if you can get a clean shot in zoomed mode. The SMG is good for looser aiming, especially while running around the sub.



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The wall guns are dangerous, but if you grapple under the front ledge of Panay's platform, you put him in a tough spot. Launch a series of grenades up to his level and then back off. If you surround him with frags, he has nowhere to go but down.

If you are caught out in the open when Panay launches, start rolling. Get to cover!



Repeat this process for the three missiles. When only Panay's missile is left, jump to it. You slam Panay into the exposed missile core. He's stuck and has no chance of freeing himself.

Then you turn to the control panel. Instead of disabling the nuke, though, you just change the target coordinates. Baby is not going to America, after all. His flight is making its final stop much closer.

Much to Sheldon's chagrin, you programmed the missile to crash into the oil field, thus destroying the impetus for the superpowers to descend on Panau. No oil, no interest.



This denies the agency access to the oil, but after hearing your reasoning, Sheldon understands you did it to protect the innocents of Panau. War was coming. And when that oil was finally sold, none of the people would have seen a dime anyway. So, as you drift through the waters of Panau and enjoy the last of the fireworks, you raise a toast to good deeds, good friends, and doing your duty for a just cause.



Once you defeat Panay, you discover his trump card: The diminutive dictator has four nukes onboard. Each of the nukes is aimed at a superpower that tried to claim the oil for itself.

The madman launches the missiles right in front of you, too. But Panay wasn't looking when he tried running across the deck of the sub, because he got his clothes caught on one of the missiles. He may be about to nuke America, but he's going to get a front-row seat to the show—unless you can stop those missiles. You have no choice. You grapple up to one of the missiles.

You must disarm the four missiles by hacking their control panels, but Panay will shoot at you when you try to perform the hack. So, take aim and shoot Panay off-balance. When he slips, quickly hack the control panel and input the onscreen sequence.

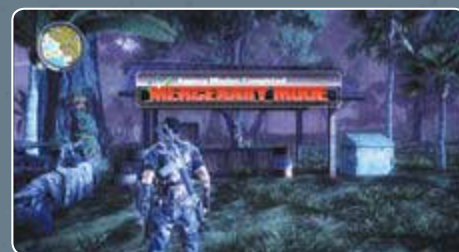


Use a stunt jump to bound between the four missiles as they streak across the water.



## MERCENARY MODE

Once you complete the Agency missions and the story of overthrowing Baby Panay ends, your time in Panau is hardly



over. Welcome to Mercenary mode. All of Panau remains your playground, and you still have Black Market access, so complete any outstanding faction mission you may have skipped, or work on some more racing challenges. But now instead of causing chaos and looking for trouble for the sake of cash and moving the story along, you are working toward 100-percent completion.

In your PDA, the Chaos meters are replaced by a percentage counter that shows how much of the game you have finished. If you only did all of the Faction, Stronghold Takeover, and Agency missions, you should be right around 32 percent. Without scouring the island for parts and cash stashes, cleaning all evidence of Panay off the island by blowing up assets, and finishing challenges, you cannot achieve 100-percent completion. So get back out there and keep making noise. The revolution may be over, but the demolition is just getting started.



# STRONGHOLD TAKEOVERS

## STRONGHOLD TAKEOVER MISSIONS MAP



### LEGEND

- Reapers HQ
- Roaches HQ
- Ular Boys HQ

- Rocket Science
- A Second Amendment
- Chemical Compound
- Free Trade

- Oil for Blood
- Paradise Valley
- Power Surge
- Pilgrimage

- Boys with Toys



When you initially set foot in Panau, the government controls the entire island. To aid in the destabilization of Baby Panay's regime, you must expand the influence of the three rival factions at play: the Reapers, the Roaches, and the Ular Boys. However, you must first establish some form of trust with the faction leaders, no matter how tenuous. After you complete the second Agency mission, Karl Blaine sends out word that the criminal Scorpio (you) has landed on Panau and is willing to work for the highest bidder. Your first mission with each faction, then, is to help it claim ownership of a corner of the island. From there, the factions' spheres of influence grow as you raise the level of Chaos on the island.

These essential missions are called Stronghold Takeover missions. Each faction has three Stronghold Takeover missions you must complete, so you have nine of them total to finish. Once you finish the initial Stronghold Takeover mission for a faction, missions for that faction appear within the area of influence you gain by wresting the stronghold away from the government. Initially, there may be only three or so faction missions after unlocking a new stronghold. As you further destabilize the island by causing chaos, more faction missions appear.

*If you are killed outside of a mission, you respawn at the nearest faction-controlled stronghold.*

**NOTE**



After some time, factions will offer new Stronghold Takeover missions, typically in a different section of the island. The ultimate goal is to establish all nine faction strongholds so that they control 99 percent of the island before you make your final charge on Baby Panay and ruin his corrupt regime.

**TIP**

*All Stronghold Takeover missions after the initial run are assigned at the faction headquarters, located around the center of Panau. These HQs are placed on your map after completing the second Agency mission: "Casino Bust."*

## HOW THEY WORK



After accepting a Stronghold Takeover mission, the faction leader escorts you to the site of the stronghold. You join a technician loyal to the faction, as well as a handful of the technician's comrades. Your job is to keep that technician alive until you reach the interior of the stronghold. Once the technician identifies the stronghold's communications center, he will tell you to protect him while he hacks the communications terminal. As soon as the hack is complete, the stronghold belongs to the faction.

*Strongholds are useful for receiving new missions, and they serve as depots for vehicles. However, do not expect to always find a chopper or a tank at every stronghold each time you visit.*



**NOTE**

Of course, nothing is that easy. You must fight your way through several layers of defenses to reach the communications center. Typically, you must break through a main gate by killing the first wave of guards and hacking a gate switch. Then, you must stay alongside the technician as you drop government thugs. The technician and his allies will fight, and the technician is relying on the great Scorpio to keep him alive. If the technician finds himself in danger, he will hang back and let you move ahead, carving a path through the guards and soldiers.



**TIP**

Even though you are trying to take these strongholds for the factions, you should still tear apart government-owned assets

like broadcast towers and fuel depots to raise Chaos. In fact, after a faction owns a stronghold, you can blast apart assets to continue causing chaos.



No two strongholds are the same. You will storm different facilities, such as military bases and docks. Defenses will be different, especially as the level of government aggression rises. During the first few Stronghold Takeover missions, it may take a while to rattle the hornets' nest enough to make Panay's forces radio in air support, but by the time you bring down the final trio of strongholds, the soldiers will throw everything they have at you within just a minute or two.

*In some strongholds, you must take out the commanders to secure the facility. These commanders are often piloting attack choppers that attempt to stop the communications center hack, and they will be noted onscreen.*

**CAUTION**

When you reach the communications center, you are expected to hold off one last push by Panay's troops. Fortunately, there is often a mounted weapon next to the terminal.

Jump behind it and riddle advancing troops and vehicles with a stream of hot lead. There are exceptions, of course, and you may find it much easier to hold off Panay's last-ditch efforts by hijacking an attack chopper instead of using the mounter weapon.

**TIP**

Struggling with a takeover? Call up the Black Market and drop in new weapons or a vehicle.

Use the strategies in this chapter to overtake all nine strongholds and extend the influence of the factions. Not only are Stronghold Takeover missions the only conduit to continue receiving faction missions (no area of influence, no new missions), but also knocking over one of Panay's bases greatly raises the island's Chaos level, which will help you meet your end goals.

## REAPERS

### Rocket Science



When you accept this mission, you meet Bolo Santosi for the first time at the Reaper HQ. She is interested to find out why you want to join the Reapers, but instead of making up some story, you say that you are contracted to find and kill an American—which is only a half-truth. On the helicopter ride into the mountains, the site of the Gunung Gila Pangkat Facility, you discuss the terms of your arrangement. If you help Bolo take the mountain research facility, she will help you find the American.



You have the element of surprise at the beginning of the mission, so don't waste it. Rush toward the facility and do not open fire until you can take down a guard for sure. There are several guards at the facility's entrance. With your comrades at your side, push into their midst and take them out.



HOW THEY WORK • REAPERS • ROACHES • ULAR BOYS  
 Rocket Science • A Second Amendment • Chemical Compound

**JUST CAUSE 2™** PRIMA OFFICIAL STRATEGY GUIDE

## ROCKET SCIENCE



## Strategy

**Location:** Gunung Gila Pangkat Facility

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts

## LEGEND

★ **Reaper Stronghold**

There are no guards in the first set of towers.

## NOTE



No better time than the present to start causing chaos. Blast the fuel depots inside the facility as you approach the locked gate.



When you reach the locked gate, the Reapers hang back. You must dispatch the guards at the gate (look out for the shooter in the tower to the right) and then breach the wall to unlock it from within. After killing the guards, launch over the gate by zipping up to the tower and hopping down the other side.

Before breaching the gate, snake the vehicle part on the nearby rooftop.



## TIP

Keep a constant eye on your Upgrade radar. Don't risk your life for parts, but that radar will make sure you never miss a grab.

Look out for the guard inside the small gatehouse with the control panel. Kill him and then follow the onscreen code to open the gate and let the Reapers inside the facility.



Just inside the gate, you find a flak cannon. Jump behind the controls and use the massive gun to rip apart the fuel tanks and radar dish that are within range. This causes



chaos and increases heat. You may see your first attack chopper at this point. Either blast it down with the cannon or hijack it to use for the remainder of the mission, blasting Panay's thugs as the Reapers make their way through the facility.



The Reapers are stopped by a mounted gun at the bottom of a ramp. The gunner is flanked by several guards. (Has Panay not trained his men to not stand next to fuel drums in a firefight? Blast those barrels to kill the guards.) Use frags to displace the gunner or rip him out from behind the gun with your grappling hook. After you kill everybody at the base of the ramp, the Reapers can advance.

## TIP

*Got extra bullets? There are spherical fuel holders at the bottom of the ramp that increase Chaos when destroyed. If you are low on ammo, save your bullets and come back after the takeover.*



Keep up with the Reapers as they rush toward the communications center. The clearing in which the communications center is situated has a mounted gun, making the technician stop short. You must take out that gunner before the Reapers will move an inch, so stick your head out and blast the gunner with frags or go for a tricky headshot. Prioritize the gunner, because once he is out of commission, the Reapers rejoin the fight and help clean up the remaining soldiers.

*There are extra frags, a submachine gun, and a medical kit in small boxes next to the communications console.*

## NOTE



While the technician hacks the console, use the mounted gun to hold off the advancing guards. Ammo is unlimited, so let loose with a fat spray until the hack is complete.

## TIP

*If you cannot quite see the advancing troopers through the muzzle flash, that's good—you have pushed them back. However, to make sure you are targeting the right areas, watch for the cursor to turn red. That means you're aiming right at a hostile.*

Before the technician can finish the hack, the stronghold commander arrives via attack chopper. Try to target the chopper with the mounted gun, but if you cannot nail it before it screams overhead (the mounted gun's range is limited to approximately a 35-degree angle from the ground), abandon the gun and go for a straight hijack. Rush under the chopper and grapple to it with your hook. Rip the commander out of his seat to steal the chopper. He will not survive the fall to the ground unless the chopper is brought low during the hijacking.



Use the chopper to destroy all government targets at the facility.

*If you take the chopper before the hack is complete, watch out for SAMs.*

## CAUTION

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As soon as the technician completes the hack, the Reapers establish their foothold in Panau. This successful Stronghold Takeover mission results in a new spawn point, and it unlocks at least one new Reaper faction mission: "Ups and Downs." If you have not started helping the other factions yet, engage the Roaches or the Ular Boys to initiate another Stronghold Takeover mission and start shaking the foundation of Baby Panay's regime.

## TIP

If you lose the commander's UH-10 Chippewa, there is often a Mullen Skeeter Eagle on the helipad near the hack point. No guns, but it's a lot faster than walking.

## A Second Amendment

Santosi's second Stronghold Takeover mission is at a military supply depot in the mountains of the Lautan Lama desert. This southwestern stronghold is heavily guarded, so make sure you enter the fight with good weapons—and full clips. By now, expect slightly more aggressive guards, as you have surely rattled Panay's cage a little by this point.

### A SECOND AMENDMENT



#### LEGEND

★ Reaper Stronghold

## Strategy

**Location:** Kem Gunung Gurun Supply Depot

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts



Follow the Reapers through the rocks to the entrance of the supply depot. Before rounding the corner to look directly at the gate, the Reapers stop. Who can blame them? There are two guards on the towers flanking the gate, each armed with a rocket launcher. When you step out in the open to attack, immediately look to the towers and yank the guards off their feet with your grappling hook. As soon as both rocket-launching guards are dead, the Reapers rejoin the fight.

Resist the temptation to rush in and take the dropped launchers until you have cleared out the guards below the towers.

## CAUTION



There is a third guard with a launcher on the tower just beyond the gate. Grab him with your hook before attempting to scale the gate and unlock it from within.



The interior of the supply depot is crawling with guards. Expect immediate resistance when you scale the gate. Don't try to open the doors right away, because the troops will shoot you in the back while you attempt to hack the gate controls.



TIP

There are lots of assets to sabotage inside the facility, such as fuel tanks and mobile broadcast towers. Just do not empty your clips into them, because you need your bullets to survive the coming gauntlet.



The guards have set up a real meat grinder around the corner from the entrance. There is a mounted gun atop the building on the right side of the street (just above two sandbag barricades with at least three more troops), and a sniper occupies the tower to the west. Start by taking out the mounted gunner. Slip to the corner of the building across from the mounted gun and zoom in to score a headshot. Next, target the soldiers at the sandbags.

The technician will not budge until you kill the sniper. Peek out and grapple the sniper, pulling him to his death.



Use the red laser to tell exactly where the sniper is looking. If you ever see a red laser, do not stop moving, even for half a second. These crackshots will put one right in your chest, and it is tough to survive a follow-up shot.

CAUTION



Destroy convenient assets as you push through the depot. You can clean up the rest after securing the stronghold.

There is a mounted gun on a buggy just to the right of the sniper tower. The Reaper helps engage this vehicle but will not last long unless you kill the gunner, and any troop who tries to retake the weapon, before the technician moves across the road to safety.



Except another mounted gun just inside the gate at the bottom of the next ramp. Everybody opens fire on it, but you better take the lead since you are the best shot.



Look out for several guards moving through the pillars to the north as you make a run toward the communications center. Thankfully, there is a medical kit on one of the pillars.

CAUTION



As the technician does his job, jump behind the mounted gun to hold off the final wave of soldiers. Expect not only foot soldiers, but also vehicles. The mounted gun chews through them, but if you give them a second to open fire at the Reapers, you risk injury to the technician. The stronghold commander roars into the clearing inside a tank. Stand your ground and unload into the tank's mounted weapon to kill the commander and liberate the supply depot for the Reapers.



Depending on your current Chaos level, unlocking this stronghold opens up missions such as "Can I Get a Witness?" and "Driving Miss Stacey."

NOTE



## Chemical Compound

The final Stronghold Takeover mission for the Reapers is a chemical research facility in the Rajang River delta. Panay is dumping the by-products of his chemical weapons research into the water. Santosi is still skeptical of your allegiances at this point, but successfully rolling this stronghold for her should certainly win her trust once and for all.

### Strategy

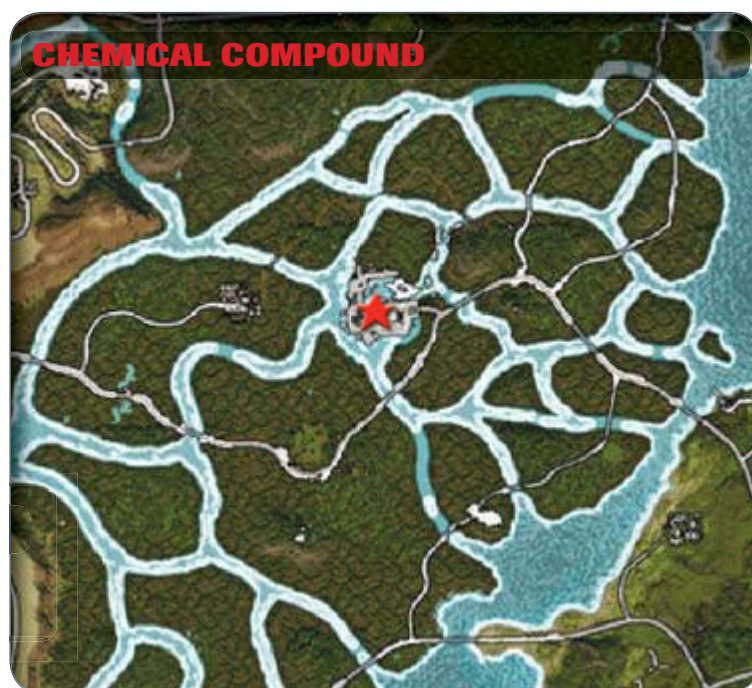
**Location:** Pemandan Racun Facility

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts

#### LEGEND

★ **Reaper Stronghold**

### CHEMICAL COMPOUND



#### TIP

*The cement barricades look like great places to hide, but the soldiers are thinking the same thing. You have to get dangerously close to flush them out of hiding.*

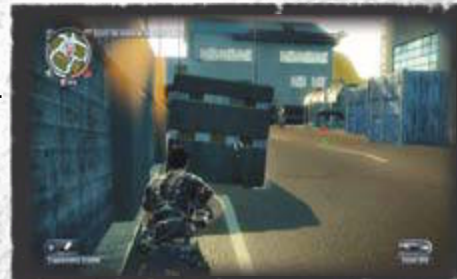
Use weapons dropped by the soldiers to blast apart the gas holders near the gate.

Before attempting to open the facility gates, take down the three guards just inside. These elites are armed with shotguns, so do not get close. Instead, use building corners and concrete barriers as cover while targeting the thugs.



The chemical plant is loaded with government assets that run up the Chaos score. However, you want to keep your powder dry for now and just concentrate on the takeover right now. Make sure you have full clips before attempting to breach the entrance to the facility; after all, those fuel tanks aren't going anywhere.

The front gate of the facility is locked tight. The Reapers freeze when they see the two soldiers with rocket launchers on the towers that flank the gate. Until you kill them, your comrades will not join you in the assault. So, start by rolling out of the way of any incoming rockets and then rip the thugs from their perches with your grapple hook. When the second hits the pavement, the Reapers return to your side and unload their weapons on the soldiers at the gate.



The Reapers stay close until you reach the walkway stretching over the road that runs through the center of the facility. It's not the three soldiers on the



bridge who have the Reapers spooked—it's the mounted gun on the street. Advance and use the concrete barriers as cover to shoot the troops off the walkway, and then rip the gunner out from behind the mounted gun's shielding with your grapple hook. As soon as the gun falls silent, the Reapers rejoice you.

## TIP

*Use the mounted gun to destroy the SAM atop the building directly opposite the walkway.*

Continue moving through the base with the Reapers, blasting the incoming troops. Don't miss the armor upgrade near the green trailers just beyond the mounted gun.



Blast the fuel depot at the end of the road. The giant explosion kills all of the Panay thugs standing next to it.



**Sniper!** As you round the corner from the fuel depot you used as a bomb, look to the tower for a sniper. Yank him down so the Reapers can continue toward the communications center.



The communications center is not only protected by a sniper, but also a mounted gun. Grapple up to the sniper tower to fly over the mounted gun and then shoot the gunner from above. He has no defense from you on the tower. Use the tower to rain death down on the remaining guards at the communications center

while the technician and his comrades cross the clearing. As soon as the technician reaches the console and starts the hack, jump down and man the mounted gun to repel the final assault.

**Unload on the trucks** the troops use to race toward the site. This kills the soldiers caught in the substantial blast radius of the trucks.



Before long, the stronghold commander arrives via attack chopper. Release the mounted gun and grapple up to the helicopter. Pull the commander out of the pilot's seat and throw him to his doom so you can command the chopper while the technician finishes the hack. Listen close for any missile launches (you often hear things like "missile away!" when a rocket enters the air), and take evasive action to avoid a midair death.



Use the chopper to sweep the facility and blast the remaining assets like tanks to rake up some extra Chaos.

This completes the final Stronghold Takeover mission for the Reapers, thus unlocking new missions like "I Want to Break Free" and "Helicopter Hangaround." However, to expand the Reapers' influence and find more missions, take the offered faction missions and move across Panau, leaving nothing but smoke and shrapnel in your wake.

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# ROACHES

## Free Trade



When you first pick up the phone to call the Roaches, a speedboat roars up to the nearby pier to take you to the faction leader: Razak "Razor" Razman. The ganglord lives in a posh estate in Panau and makes a good living with his criminal empire, but like any thug, he wants more. You tell Razor that you will help his "cause," and in return he will assist you in finding the American who bedevils you. His first assignment is to run point on a Stronghold Takeover mission at the Pelabuhan Saudagar harbor in Panau City.

## Strategy

**Location:** Pelabuhan Saudagar

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts

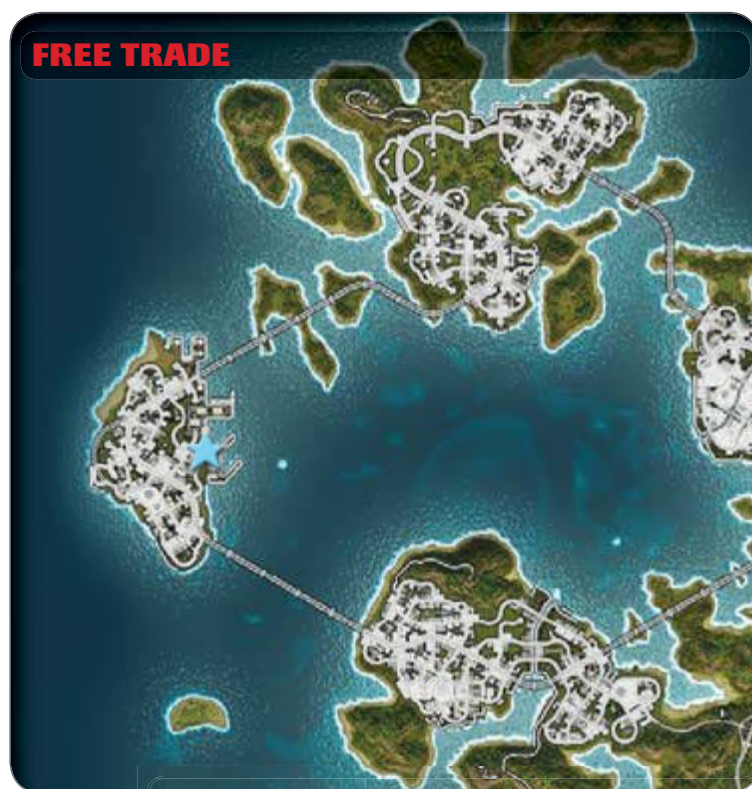
The Roaches gladly join you as you rush the harbor from the chopper, but slow down when you actually reach the heavily guarded entrance.

They hang back and fire into the guards, but they cannot move much farther into the harbor until the soldiers are dead and you scale the gate to hack the control panel. Grapple up to one of the empty towers and then drop down on the other side to locate the control panel.



Look for the fuel depots next to the gate; they're easy pickings once you reach the harbor interior.

## FREE TRADE



## LEGEND

★ Roaches Stronghold



When the Roaches rejoin you inside the harbor, you must all race for the giant warehouse and cut down the soldiers attempting to push back against you. The Roaches will assist, but the onus is on you to lead the charge. Use your grapple hook to yank the soldiers out of the warehouse, and then finish them off before they can get to their feet.

## TIP

*If you kill a soldier pulled off his feet before he hits the ground, you bank a Juggle Kill.*

*Use the fuel barrels inside the warehouse as bombs to kill the troops.*



More soldiers await inside the warehouse. Lob grenades at them to soften up the pack, and then finish them off alongside the rest of the Roaches.



# TIP

There is a medical kit against the back wall of the warehouse. A submachine gun sits in a small box to its left.



When the Roaches exit the warehouse, they come to an immediate stop. There is a sniper on the huge crane against the water. The technician will not budge until the sniper is dead, so target the shooter and pull him to his death with your grappling hook. As soon as the sniper pancakes on the pavement, the technician comes out of hiding and resumes moving through the harbor.

Crane cockpits like the one that hosted the sniper are prime targets for causing chaos, but they take a lot of firepower to destroy. Don't waste SMG bullets on it.

# NOTE



More soldiers wait behind some sandbags to the left of the sniper's crane. Blast the fuel drums behind them to blow up their defenses (and score 10 Chaos per barrel) and then clean up any survivors.

When you enter the next warehouse, zip up to the cash stash on the cargo containers.



Another batch of guards stands strong on a catwalk inside the warehouse. You can pull them off the catwalk, but the fall is not high enough to kill them. Instead, either shoot them off the catwalk or target the fuel drums next to them for quick kills. Mop up any remaining troops inside the warehouse and then take the nearby medical kit before venturing outside.

The Roaches will not leave the warehouse until you take out the mounted gun next to the communications center. Step out and immediately target the gunner. Either go for a zoomed headshot or pull the shooter out of the gun with your grappling hook. As soon as the mounted gun is down, the Roaches make a break for the communications center. As the technician hacks the console, grab the mounted gun (you can even detach it for mobility) and chew up the incoming Panay thugs.





Just before the technician finishes the hack, the stronghold commander arrives in an attack chopper. Release the gun and grapple up to the chopper ASAP. Throw the commander to his death to commandeer the chopper and use it to defend the technician while he finishes his work.



After securing the harbor, sweep through it with the chopper and blast the fuel tanks, industrial chimneys, and crane cockpits for Chaos points.



Taking over the harbor results in Razor gaining a foothold in Panau City. His sphere of influence encompasses the major metro center and unlocks both new faction missions and several racing challenges.

## OIL FOR BLOOD



### LEGEND



**Roaches Stronghold**

## Oil for Blood

Razor knows you are not what you seem, but as long as you keep helping the Roaches, he will overlook your hidden agenda. His next task for you is to knock over an oil refinery. Oil is the lifeblood of the new Panau economy. With this new foothold in eastern Panau, Razor's influence will spread and open new markets for his illicit trade.

### Strategy

**Location:** Emas Hitam Oil Refinery

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts



The oil refinery has many assets to destroy, such as industrial chimneys and fuel tanks, but your top priority during this visit is to get the technician to the communications center inside the refinery. You must first take out the group of guards at the front entrance. After the kills, scale the gate and use the control panel to lower the doors. Now the Roaches can rejoin you and continue to move through the refinery.

### TIP

*There is a submachine gun refill next to the control panel.*



As soon as the Roaches breach the gate, two trucks roar down the road and several soldiers jump out. The concrete barriers are excellent cover. Stick with the Roaches, though, because they are an aggressive bunch and will fight hard against basic patrols like this. It's only locked doors, snipers, and mounted guns that make them hesitate.





Several guards rush down a ramp as you wind deeper into the refinery. Throw frags to soften up the troopers as they stream toward you. Use your grappling hook to pull them down the ramp. As they struggle to their feet, the Roaches unload into them.

### TIP

The concrete barriers are good places to rest if you need to recover lost health.

At the top of the ramp, turn left to chase fleeing soldiers into the refinery core.



Stay with the Roaches. There's safety in numbers!



Need a heavier weapon? Look for an assault rifle in a crate next to the line of industrial chimneys at the ramp's top.

### NOTE



Several guards confront you as you close in on the communications center. There is a soldier in a low bunker on the street's left side, and a sniper in the

tower to the right. The Roaches provide cover fire so you can rush out and kill the embedded soldiers. Once you've pulled both soldiers from cover, you can easily mop up the rest of the pack.

Watch for soldiers on a narrow catwalk over the ramp leading up to the communications center.



The communications center is not protected by a mounted gun. Instead, the main defense is a demolition officer. Keep your distance from this thug. He will throw frags at you, which are easy enough to avoid. But when he performs his suicide act of peppering the ground around him with timed charges, you better be on the other side of the clearing. Those explosives are powerful enough to kill, even if you are close to full health.

Without a mounted gun, you must seek the high ground to defend the technician as he hacks the communications console. Climb up to the helipad over the clearing so you have clean shots at the incoming soldiers. The troops don't just come from the clearing. A batch erupts from behind the buildings to the right. They take cover around the rooftop units, but you can lob a grenade in there and let the blast damage shatter their skulls.





*Why not use the attack chopper on the helipad? It isn't easy to hit small targets with the chopper, and if an enemy slips by you, they can kill the technician while you try to maneuver for a good shot, which is not always easy. Plus, there are SAMs on-site that will open fire as soon as you start the engines. You cannot get up to speed in time to avoid incoming missiles.*

## CAUTION

When the stronghold commander arrives via attack chopper, grapple up to him and toss him to the ground to finish the Stronghold Takeover mission.



Use the stolen Chippewa to blast the industrial chimneys and other assets after seizing the stronghold. Keep that chaos going.



Unlocking the second Roaches stronghold gives you a new base of operations in northeast Panau—the Pelaut Archipelago. This opens new faction missions in this area of influence, such as “Breaking and Entering” and “Smugglers Do Run.”

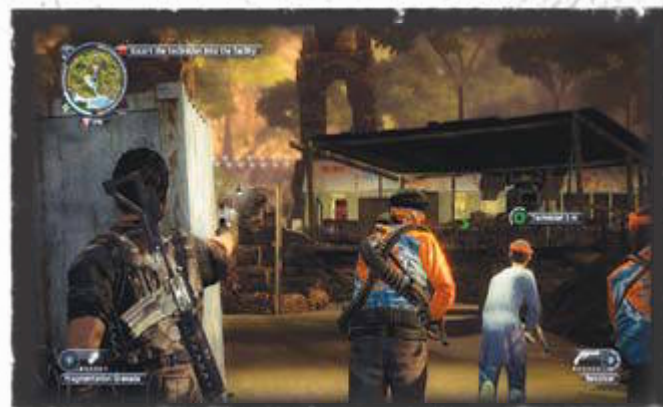
## Paradise Valley

The third Roaches Stronghold Takeover mission unfolds at a drug-manufacturing facility in southern Panau, located in the fertile Lembah Firaus valley. As soon as you escort the technician to the hack site and bring the area under Razor's control, the wily ganglord offers additional faction missions out of one side of his mouth while threatening to kill you out the other.

## Strategy

**Location:** Lembah Firaus Compound

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts



The drug factory is located on a site with ancient ruins. As such, it is not protected as well as a harbor or a military base. But that doesn't mean the compound is without defenses. In fact, expect heavy resistance from violent soldiers who give it their all for Baby Panay. Start your assault by blasting barrels and causing as much noise as possible.



While the compound is ablaze, rush toward the mounted gun on the main road through the area. Rip the trooper out from behind the mounted gun to clear safe passage for the technician.

## PARADISE VALLEY



## LEGEND

★ Roaches Stronghold



**TIP**

*Don't step over the box of frag grenades on the road's left side. They are extremely useful in clearing out soldier patrols.*



Next, two snipers in towers above the fields threaten the technician. It can be difficult to see the snipers, so follow the red lasers back to the towers and place the target cursor over the shooter. Yank the snipers to their deaths before either of them gets off a shot on the technician. When the snipers are down, the Roaches start through the fields, too, and will assist in mopping up the nearby soldiers.

**Nab the cash stash in the raised houses above the fields, next to the sniper towers. You can always find a use for \$2,500.**



Keep up with the Roaches as they rush under the raised houses and continue their push through the compound. A jeep with a mounted weapon barrels down the road between the fields ahead, opening fire as it rolls. Blast the gunner before he gets a bead on the technician, and then make a break for the temple site to the east.

Several soldiers guard the temple, including a trooper with a rocket launcher. Grab that guy with your grappling hook first while the Roaches concentrate on the rest of the pack.



The technician dives for the communications console to the temple's west. You must protect him while he hacks the distress signal. Easier said than done because two armored vehicles are coming through the fields, each with a mounted cannon. There is a rocket launcher in the temple you must pick up. Be mindful about using the medical kit right away, though, because you will need it later if you are clipped by one of those mounted cannons.

It takes four direct rocket hits to destroy one of the armored vehicles, so don't use shells on the foot soldiers. You need every one of them for the trucks.



*All of the soldiers are heavily armed with assault rifles and machine guns. If they reach the technician, they will kill him within seconds. Salt the earth with grenades or triggered explosives so the soldiers cannot advance up the road.*

**CAUTION**



As soon as the second truck is down, the stronghold commander swoops down from the sky in his attack chopper. Grapple up to him so he cannot gun down the exposed technician. Throw him out to complete the Stronghold Takeover mission.



The Roaches now have a base of operations in southern Panau's Selatan Archipelago. This unlocks new faction missions as well as challenges. Use this compound to regroup and then head out to continue taking missions and causing major chaos around the island.

## ULAR BOYS

### Power Surge

When you first answer the call of the Ular Boys, you are picked up by boat and escorted to the nationalist gang's headquarters on a small island. Sri Irawan greets you



warmly, but behind that smile is a killer's instinct. He knows you are not what you seem, but you are a means to an end. He charges you with protecting his technician in the faction's first Stronghold Takeover mission: the Awan Cendawan nuclear power plant.

### Strategy

**Location:** Awan Cendawan

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts



Sri's desire to possess the nuclear power plant puts you and his men immediately in harm's way. The power plant is locked down and heavily guarded.

There is a small bunker just outside the main entrance, and there are shooters in the two towers that flank the gate. The Ular Boys will not help out until you take down the soldiers in the towers, so use your grapple hook to pull them down and then concentrate your fire on the grunts who guard the door from the ground.

Scale the door with your grapple hook to drop down on the other side and access the control panel.



Inside the gate, target the nearby soldiers to clear a path for the Ular Boys, and be sure to grab the vehicle part next to the SAM launcher. After emptying the area, unlock the door for the Ular Boys.



### LEGEND

★ Ular Boys Stronghold





With the Ular Boys, continue up the road that runs alongside the reactor. Additional soldiers will pop out as soon as the technician enters the facility, but the entire Ular pack helps you drop the grunts who block the street.

The Ular Boys slow again when you approach a tower that hosts a soldier with a rocket launcher. Either shoot the trooper or yank him out of the tower with your grappling hook.



After killing the rocket-launcher soldier, the Ular Boys continue into the refinery. They stop short of a “canyon” between tall buildings that turns out to be a perfect ambush site. Pull down the gunners on the rooftops with your grappling hook. The real threat is a sniper behind sandbags on one of the roofs. Be mindful of his shots: They are deadly this early in the adventure. Use the concrete barriers as cover and then launch your hook at the sniper to pull him to the road below. He will not survive the fall.



When the sniper is down, the technician resumes moving through the power plant. However, the Ular Boys stop again as soon as you reach a trench that runs

through the power plant. There is a mounted gunner on the trench’s far side. The Ular Boys are no match for the mounted weapon, so the technician and his comrades dart into cover until you stop the gunner. There are multiple ways to do this. You can grapple the gunner and yank him into the trench, go for a headshot, or zip over the trench (via the grappling hook) and target the mounted gunner from behind.

As soon as the mounted gunner is down, the technician comes out of hiding and crosses the trench on the bridge. Cross with him and the other Ular. Now, take up position behind the mounted weapon. Use it to hold off the incoming soldiers and to blow up the fuel depots across the trench.



To complete the Stronghold Takeover mission, you must take out the stronghold commander. He arrives behind the mounted weapon on top of a tank. Your mounted gun is powerful enough to cut him down, so target him between the crates and destroy the tank before it reaches the bridge that spans the trench.



Completing “Power Surge” establishes a stronghold in East Tanah Raya. The Ular Boys now have a foothold in Panau and will start offering faction missions, such as “Bridging New Contacts.” By completing these missions and causing additional chaos, you increase the Ular Boys’ sphere of influence in Panau. Before heading out to take on additional missions and challenges, scour the power plant for pick-ups, such as vehicle and weapon parts and drug drops (the Ular Boys’ collectible).

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Cause chaos right here on the site by blasting down broadcast towers and shooting up generators.



## TIP

Grapple to the top of the reactor to snatch an armor part. Every time you collect five of these upgrades, you increase your maximum health.

## Pilgrimage

Sri has received word that Baby Panay has scheduled to pave one of the sacred sites of the Ular Boys. This outrage must be stopped. The Ular Boys' leader asks you to retake the village of Kampung Bahari from government forces so that it remains in Ular hands and is never desecrated again. Oh, and Sri will also use the site as a stronghold for running some of his drug operations....

## Strategy

**Location:** Kampung Bahari

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts



When you arrive at the village exterior, follow the Ular Boys into the site, keeping close tabs on the technician so that no harm becomes him. The Ular Boys hold up when they reach the ramped road leading into the village. The soldiers have a mounted gun on top of a parked truck; this weapon is just too strong for them to overtake. You must forge ahead and destroy the mounted gun (or at least kill every trooper in the area so nobody is left to retake the gun's controls).

## TIP

If you leave the vehicle in one piece, you can hijack it and drive it deeper into the village. Stunt-jump on top of the vehicle and then pull back to jump behind the weapon. Use it to slice through incoming soldiers.



After you stop the mounted gun, the Ular Boys fall alongside you again as you brave the next wave of guards. There are several troops stationed in front of the giant temple in the middle of the village. Rush with the Ular Boys to overtake them, blasting as you run.

## TIP

Shoot the fuel drums along the road to earn bonus Chaos.

## LEGEND

★ Ular Boys Stronghold

## PILGRIMAGE







There are several guards inside the temple, using the pillars as cover. Move into the temple, picking up any superior weapons the soldiers drop (like assault rifles). Dive side to side to surprise the troops in their hiding spots. Make good use of the medical kit at the back of the temple.

For the Ular Boys to continue moving through the village, you must yank the snipers off the rooftop opposite the temple.

There is a colossal Baby Panay statue inside the temple courtyard. If you have triggered explosives, pop two of them on the statue base and then blow the statue as you run to keep up with the Ular Boys. Otherwise, come back after the takeover to destroy the statue and earn the extra Chaos.



There is another soldier patrol on the temple's far side. They have one mounted gun on the back of a truck. That is your main target. Pull the gunner out from behind the gun or shoot him. If you still have triggered explosives (you should always try to carry some with you), throw them on the trucks to turn them into bombs.

TIP

Don't pass up the drug drop on the steps in front of the ancient site behind the temple.



The communications center is at the top of the ancient site. There is a mounted gunner atop the trail leading through the site. The Ular Boys will not go up the hill until you remove the mounted gunner. Use your grappling hook to quickly ascend the trail and get at the gunner. There are several other soldiers on the hill, so flank them as they target the Ular at the base of the trail.



When the technician reaches the top of the trail and starts the hack, you must take the mounted gun for yourself and use it to push back against the reinforcements that parachute into the ancient village. Blast the troops as they drop from the sky. If any reach the ground, they still have to climb the hill to reach you, so you have plenty of room to destroy them.

The stronghold commander arrives via attack chopper and wastes no time opening fire. He streams a trail of bullets as he moves toward the ancient site. Duck behind stones for cover and then grapple to the copter as soon as it is within range. Punch the commander until he's delirious, and then toss him out of the chopper. He perishes when he hits the ground, thus ending the Stronghold Takeover mission.



The Ular Boys now have a grip on West Tanah Raya, which includes the beautiful island in the northwest of Panau. This

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success unlocks faction missions and racing challenges. If you want to earn all of the missions in this area of influence, though, you must cause additional chaos.

## Boys with Toys

Though the Ular Boys believe in the ancient ways, Sri knows that modern enemies can only be brought low with modern weapons. That's why Sri's last Stronghold Takeover mission is a military supply depot. With the weapons you help the Ular Boys secure at the depot, they can further establish influence in Panau and hopefully fill the vacuum left by Baby Panay's fall.

**Location:** ulau Kejantanan

**Rewards:** 7,500 Chaos, \$17,500, two weapon parts, two vehicle parts

The Ular Boys charge the depot with you, but the defenses at the front gate immediately give them



pause. They will not enter the facility until you soften up the defenses and open the gate. Waste no time. Use your grappling hook to pull the soldiers off the towers, out from behind the mounted guns, and out from the trucks parked outside the depot.

### TIP

*There is a weapon part in the left tower. Scale the gate via that tower to easily snag it.*

When you finish off the tower guards, the Ular Boys can enter the depot. Rejoin them. They are strong, and you have better chances for success when you stick together. As

you cross the bridge leading to the depot interior, a gate drops to reveal another mounted weapon on a truck. There is no place for the Ular Boys to hide. Immediately grapple the gunner to save the technician. Then finish off the other soldiers with the Ular Boys.

### TIP

*There is a submachine gun in a crate, an armor part just beyond the gate, and a medical kit on the wall.*



## BOYS WITH TOYS



### LEGEND

★ Ular Boys Stronghold

Snuff out the next soldier patrol. Use the fuel depot behind them as a bomb. Empty a clip into it or throw a few frags over the soldiers' heads to land next to the fuel depot. The explosion is devastating.



The Ular Boys stop again as they encounter a locked gate. You must pull the two guards off the towers that flank the gate and then scale it to access the control panel. Follow the onscreen commands to lower the gate, allowing the Ular Boys inside the next ring of defenses around the depot.

From the towers, quickly target a generator and a broadcast tower to generate a little Chaos.







Though the Ular have been allowed deeper into the complex, they are not yet safe. There is a sniper on the wall just around the corner from the gate. Track his position by following the red laser from his rifle and then pull him to his death.

The communications center is just beyond the snipers. There is a mounted gun on a walkway above the communications center that you must take out so the technician can get in there and do his thing. There are multiple fuel depots on the site. Use them as bombs to kill the guards, but be sure to utilize your grapple hook to yank the trooper out from behind the mounted weapon.



Take the mounted weapon for yourself and use it to repel the next two waves of reinforcements while the technician works. The gun is great for taking out fuel depots and other Panay assets, but you really must prioritize the soldiers. You can worry about the extra targets after finishing off the mission.

After you take down the second wave of soldiers, it doesn't take long for the stronghold commander to arrive via his chopper. Grapple up to the chopper and eject the commander to end the mission.



After completing the takeover, remain in the chopper and circle the supply depot, blasting all government assets in sight. If it has a white star on it, blow it up. The resulting Chaos will help you unlock even more faction missions than those opened up just for establishing the Ular Boys' third stronghold. Now that Sri has a fingerhold in the Senjakala Islands in south Panau, he is extremely grateful to you. Accept his rewards and then continue on your quest to topple Baby Panay.

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# FACTION MISSIONS

## FACTION MISSION MAP








Reaper

Map icon	Mission	Mission Name
	1	Ups and Downs
	2	Political Debate
	3	Taming the Beast
	4	Pirate Broadcast
	5	Can I Get a Witness?
	6	Driving Miss Stacey
	7	The Broader Scope
	8	Black Gold
	9	Hell on Wheels
	10	Death from Above
	11	Helicopter Hangaround
	12	I Want to Break Free
	13	Clear Skies
	14	Jumping Parole
	15	Slippin' and Slidin'
	16	Chemical Heist
	17	Checking the Menu
	18	The Setup

Roaches

Map icon	Mission	Mission Name
	1	Nothing to Declare
	2	Airport Troubles
	3	Paparazzi Pursuit
	4	The Red One or the Blue One?
	5	Breaking and Entering
	6	Mile High Club
	7	Smugglers Do Run
	8	Keeping the Flow
	9	Head of State
	10	River Runs Red
	11	An Officer and a Hitman
	12	Information Highway
	13	Offensive Action
	14	O Panay Redentor
	15	Stop the Press

Ular Boys

Map icon	Mission	Mission Name
	1	Bridging New Contacts
	2	Siphoning Gas
	3	Fry Me to the Moon
	4	Stranded
	5	Mercenaries Must Die
	6	One Deadly Sin
	7	Rico's Day in Court
	8	Above the Law
	9	Pulling a Jeremy
	10	Holy Smoke
	11	Taking Candy from a Millionaire
	12	Shakedown
	13	Taking Care of the Dishes
	14	Save the Forest
	15	Fender Bender
	16	Be Quick or Be Dead

As part of your campaign to shake the government of Panau until it collapses, you must embed yourself with the three factions vying for control of the island nation: the Reapers, the Roaches, and the Ular Boys. The missions will send you all over the island, performing feats of mischief and mayhem such as kidnapping, blowing up government assets, escorting faction associates, and sabotaging trials.

Use this chapter to plan your faction missions. Now, not all of them are available from the start of the game. You must first perform at least one Stronghold Takeover mission for each faction. This unlocks the first faction mission. As you foster chaos on the island and grow the areas of influence for each faction, more and more faction missions become available.

Each faction mission is initiated by picking up the telephone at the mission site marked on the map.



Each faction mission pays out in Chaos, cash, and parts. Use these winnings on the Black Market to upgrade your favorite weapons and vehicles as you unlock them.

NOTE



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# REAPERS

The self-righteous Reapers operate under the leadership of Bolo Santosi. As you work inside the faction, Santosi will offer jobs that involve murder and mayhem to the highest degree, which may not seem like the most aboveboard way to engineer a revolution, but as a means to an end, you do your duty. The Reaper missions are presented in the order in which they appear, provided you perform the Stronghold Takeover missions in the order in which they are offered: "Rocket Science," "A Second Amendment," and "Chemical Compound."

## Ups and Downs



The Reapers are striking at government facilities around Gunung Dataran Tinggi and need your help in toppling the Lembah Genting Tinggi military base. The main thrust of the mission is to destroy a giant biofuel shaft in the center of the base. You must fight your way to the bottom of the biofuel shaft to start the sabotage process.

## Strategy

**Location:** Lembah Genting Tinggi

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



After answering the call from Santosi, you are given an SMG and a Hamaya GSY650 motorbike to use to enter the base. Roar through the base's front gate. There are at least

two guards you can breeze past, but if you stop to challenge the soldiers, consider switching to the parked jeep or parked truck next to the gate for extra body protection as you move into the core of the base, especially since there are shooters at the towers flanking the base entrance.

## LEGEND

### 1 Lembah Genting Tinggi Base

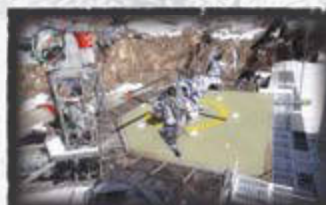
## UPS AND DOWNS



When you enter the base, look for the SV-1003 Raider parked near the giant biofuel shaft. Jump behind the armored vehicle's mounted gun and use it to drill through the soldiers rushing to stop you from accessing the biofuel shaft.



**Soldiers stand their ground if you drive the Raider around the base. Run them down!**





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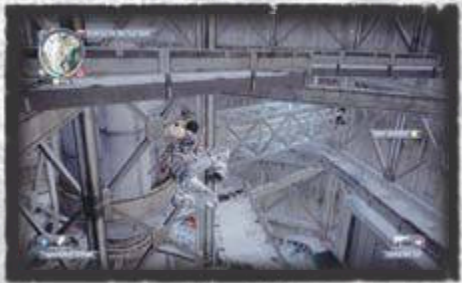
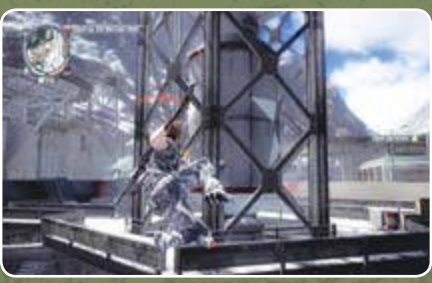
Though the goal of the mission is to destroy the biofuel shaft, you should also cause as much chaos as possible on the base by destroying assets such as the water tower and broadcast towers. The AH-33 Topachula attack chopper on the base helipad is an excellent tool of destruction. And if you don't seize it, you risk having a soldier jump into the cockpit and taking it into the air to rain bullets down upon you.

*If you use the chopper, be sure to take evasive maneuvers right away and then pivot to the east to shoot the SAM battery. It targets you the moment you are 10 feet off the ground. You can also opt to blast the SAM battery first, on foot, with grenades.*

CAUTION

TIP

Before heading down into the hole that surrounds the biofuel tower, grapple to the center structure and pick up the armor part.



When you're ready to destroy the tower, grapple down to the bottom of the pit. Either hook the girders crisscrossing the hole or parachute down.

There are several soldiers at the bottom of the pit and more on the way down. You must kill everybody on the lower floor before accessing the marked control console on your screen. Circle the panel, shooting immediate targets, and then quickly dart to the panel. Because this is early in your adventure, the code input is short (they get much longer as you go).



TIP

After hacking the panel, grapple up to the cargo container behind you and grab the weapon part.



Making your escape after hacking the panel isn't easy. Watch for a bull rush of soldiers coming down the stairs. Grenades keep them at bay while you access the medical kit on the wall next to the stairs. Once you are all healed up, look skyward and grapple up the side of the pit.

Don't attempt the stairs. The grapple hook gets you out faster, which is much safer—especially since the biofuel shaft is about to blow.

Once you escape the hole and the biofuel tower explodes, the mission ends in success. You are rewarded with the promised spoils, including cash and parts.

*There's a strong chance the attack chopper was taken by an enemy soldier while you were in the hole. So, run as soon as you hit the ground outside and then look up for the chopper. If you spot it moving into an attack position, grapple up to it and eject the pilot. Now you have a capable ride for moving on to the next mission. And with those guns, you can cause some real chaos along the way.*

CAUTION

Political Debate

The Reapers need your help convincing a local politician named Quinrung Theng to see things Santori's way. He will not accept bribes, so that only leaves the threat of violence. Santos's intel says the politician is heading to a scheduled meeting at a military base on Dataran Tinggi mountain. Kidnap him from his ride before he reaches the base.

Strategy

**Location:** Lembah Genting Tinggi

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

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## LEGEND

### 1 Theng's Limo



You are gifted an SMG and a Makoto MZ 250 motorbike at the start of the mission. If you have no other vehicle handy, jump on the bike and immediately tear off for the cliffside to the north. There is a metal ramp extending over the cliff's edge. Hit that ramp at full speed and launch yourself into the great beyond; then jump off the bike to make a stunt fall. Do not engage your chute just yet.



As you fall through the air, you spy Theng's limo driving through the canyon below. When you get close to it, hit your chute and then track the limo.



Aim for the limo and then grapple to it.

As you stand on the limo in a stunt-jump stance, target the guards hanging out of the speeding vehicle. If another government vehicle moves alongside the limo and opens fire, swing around the car to protect yourself from incoming bullets. Once you have killed the guards, the Enter command appears. Bash the driver senseless to take over the limo.



## POLITICAL DEBATE



Now that you've commandeered the limo, you must get it to the drop-off point in one piece. Panay's thugs will flank you for most of the trip, so you need to take evasive action to shake them, such as barreling down the mountainside between the switchbacks. However, do not get too aggressive with shortcuts through the trees. You may shake the soldiers, but you risk getting the limo wedged between rocks, bounced off a tree, or turned upside down like a sad turtle.

Look out for a roadblock when you are just over one kilometer from the drop-off. Swerve around the parked jeeps without letting off the gas.





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The drop-off site is a temple just outside the village of Kampung Sri Puteri.



Pulling the limo into the drop-off area may end the mission in success, but that does not mean the soldiers just give up. They chase you into the drop-off site. You must fight back to get on your way to the next mission (or the next chaos run, perhaps in the little village of Kampung Sri Puteri). Use the mounted gun on the Reaper's truck to cut down the incoming soldiers and clear an escape route.

## Taming the Beast

The Reapers want to launch a major attack on a government post but lack the heavy vehicle needed to make such a strong move. Santosi asks you to help secure an armored truck for the cause. You must locate the armored truck at the nearby Bukit Dengkang military base, seize it, and then escort it to the drop-off site.

### TIP

Before answering the phone to take the mission, shoot up the assets in the village of Kampung Kerang Hitam to generate some Chaos. The water tower is a good start.

## Strategy

**Location:** Lembah Genting Tinggi

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Santosi leaves you an SMG and a Mokoto motorbike to start things off. The armored truck you must steal is over one kilometer away from your starting point, so you need to hurry. Grab the bike and follow the truck. The bike is great because it is fast and nimble. You can weave through traffic with ease and stand a better chance of surviving a shortcut through the jungle.



The armored truck is in a garage at the base. If you parachute in rather than going through the front door, you can snag the armored car before the alarm is raised.

### TAMING THE BEAST



### LEGEND

- 1 Bukit Dengkang Base
- 2 Drop-Off Site



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The Bukit Dengkang base is loaded with things to blow up for Chaos, such as broadcast towers, fuel depots, and a water tower. However, lighting up the base for Chaos brings every soldier in the area crashing down upon you. You must be ready to fight back as you cause mischief, such as grappling snipers out of towers and sneaking through the narrow spaces between barracks to surprise soldiers.

## TIP

*There are parts in the base to pick up, such as a vehicle part under the water tower and one in a guard tower.*

*Want some extra firepower? Grab one of the mounted guns at the base entrance and then detach it. You can cut through any soldier you aim at, but it does limit your movement speed and prevents you from using the grappling hook.*

If you cause enough mayhem at the base to raise your Heat, an attack chopper swoops low. Grapple to it and use it to tear up the base's assets.



*If you have stolen the truck and the chopper arrives, get out of the truck and deal with the chopper. Its guns can ruin the armored truck before you reach the drop-off point.*

## CAUTION



Once you steal the armored truck, drive it through the base, blasting anything in your way. Really, that cannon is just as good for destroying base assets as

anything, but you need to get it to the drop-off site in one piece; therefore, make for the base entrance as soon as possible, and start along the east highway to the designated drop-off point. Try to avoid smashing into civilian cars and trucks, as that will slow you down and raise Heat if you're spotted by a soldier.



The drop-off is at a gas station along the highway. Blast through the soldiers who surround the station, blow up a few gas pumps, and then park the armored truck at the drop-off point to end the mission.

## TIP

*There is one armor part inside the small booth next to the gas station sign and another directly behind the station itself.*

## Pirate Broadcast

The Reapers want to show the people of Panau just how filthy the politicians are. They have recorded a special message that reveals just how depraved the system is, and they plan to broadcast it to all television and radio stations on the island. To help facilitate the broadcast, you must travel to the Panau Broadcast Center tower and hack the receivers to accept the pirate signal. Once the transmission has been sent out, you must then destroy the transmitting tower so Panay's pigs cannot broadcast an immediate refute.



Before accepting the mission, pick up the armor part at the small village. There is a weapon part on the village dock, too.

## Strategy

**Location:** Kampung Nelayan-Nelayan

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part



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## PIRATE BROADCAST



### LEGEND

**1** Panau Broadcast Center



While you can travel by car to Bandar Baru Nipah, home of the Panau Broadcast Center, it is much easier to get started on this mission with a chopper. If you do not have immediate access to a chopper, you can steal one from a helipad to the south of the broadcast towers. It is on top of a four-story building directly across the street. Alternately, you can grapple on top of the exterior elevators and ride them to the rooftops.

There are four dishes on the tower rooftops. You must hack each dish to accept the signal. Land near one of the dishes.



There are multiple threats on the rooftops, such as normal soldiers, demolition officers, and autoturrets. Be careful with the demolition officers, since the bombs they drop when they die can blast you clean off the roof. The autoturrets are deadly, too, so roll a grenade

at the turret from a distance. As soon as you knock it over, it is safe to walk near it.

*The demolitions officer is on the southeast tower.  
The autoturrets are on the northwest tower.*

**NOTE**

**TIP**

*Pick up the goodies on the towers when it is convenient or safe. There is a vehicle part on the southwest tower, under the dish.*

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Each rooftop has a medical kit.

NOTE

Soldiers attempt to cut you off from reaching the other rooftops by patrolling the walkways between them. Either gun them down or jump off the towers when you finish and just parachute to the next one. Grapple back up the side, just like you did at the casino tower.



After hacking all four dishes, Santosi begins her broadcast. As she transmits the video of a man being tortured to death, ride one of the elevators to the top of the building, which is still several stories up. When you reach the antenna at the top of the broadcast building, you must fight your way through a handful of soldiers guarding the facility. Tear through them and then grapple up to the antenna itself to place two bombs. Stand on the marked sites on the antenna and press the onscreen button to plant the bombs.



After placing the second bomb, leap off the building. As you soar through the sky, the antenna is engulfed in a fireball. Don't pull the rip cord yet, though, as this is a good place to rack up base-jumping stats. You can get an easy 500 meters off this tower if you hold off on the chute until you brush the treetops.

## LEGEND

- 1 Radar Facility
- 2 Convoy

## Can I Get a Witness?

The Reapers are not friendly with the Roaches. Santosi has a plot to blackmail the leader of the Roaches by interfering with the trial of Razor's nephew, who is up for assault and battery. The Roaches are planning to kill the only witness for the prosecution. You must find this witness near Kampung Perigi Lumpur and then kidnap him. The Reapers can later use this witness as a bargaining chip.

Premission chaos: blast the water tower before taking the mission, and then grapple up to the wreckage to score a weapon part.



## Strategy

**Location:** Kampung Nelayan-Nelayan

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part

At the start of the mission, Santosi leaves you an SMG and a Hamaya GSY650 motorcycle. You must first locate a radar facility and then hack into it





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to learn the exact coordinates of the witness. The radar facility is not too far from the village, so jump on the motorcycle and race up the dusty road toward the facility, which is now marked on your map.



As tempting as it is to bypass the guard post at the facility entrance (after all, they left a perfectly good jump for you), you should stop. Open fire on the soldiers as you race through the guard post, and then hijack the parked GV-104 Razorback on the right side of the road. This tank will make you near unstoppable as you approach the radar facility.

TIP

Before leaving the guard post, blast the broadcast tower and generator for a little Chaos.

This is precisely why you stole that Razorback. Those guard towers cannot withstand a single shell from the Razorback's turret.



Have fun with the Razorback! Smash the fuel depots, satellite dishes, towers, and everything bearing a white star as you push toward the radar facility.



Circle the radar facility in the Razorback, carefully steering through the narrow streets as you pound every soldier dumb enough to poke his head out. Keep hammering assets as you drive around the facility; then park beneath the door panel to the radar room on the rooftop of the central building.

Grapple up to the rooftop and open fire on the soldiers coming from the left.



Stand back after opening the door on the rooftop. There is a sentry gun inside that lets loose with a stream of bullets if you attempt to step inside. Lob a frag through the open door to blast the sentry off its tripod. Then enter the room and hack the computer to download the location of the witness. (If you are low on ammo, there is a pistol and an SMG inside the room, too.) Once the hack is complete, Santosi sends a chopper to pick you up. Grapple to the chopper and hang on as it swoops down on the moving witness.

The witness is in a convoy of government trucks. Grapple to the trucks as the chopper moves low.



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If you miss the witness's truck, hijack one of the other convoy vehicles and race it next to the witness. Stunt-jump to the witness's truck and hijack it.



Now that you have the witness, you must escort him to Santos's drop-off site. Soldiers give chase as soon as you gain control of the truck, so you need to put the pedal down and

race through the desert roads to reach the drop-off site before you take too much damage and explode. Soldiers flank you on bikes and in trucks. Steer close to oncoming traffic to shake the soldiers. They are concentrating so hard on you that they do not see the traffic and run right into it.

## TIP

Place a waypoint on the drop-off site so arrows appear on the road, guiding you through the twists and turns of the dusty highways.

## Driving Miss Stacey

Santos has a new job for you: professional driver. A high-ranking Reaper's wife has gone undercover as a prostitute to seduce government officials. She has gathered a lot of intel for the Reapers, but one of her marks has discovered her true identity and is planning to kill her. You must pick her up and drive her to a safe house...in a pink limo stored at Pekan Selamat.

## TIP

There is an armor part on the rooftop above the pink limo.

## Strategy

**Location:** Pekan Selamat

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



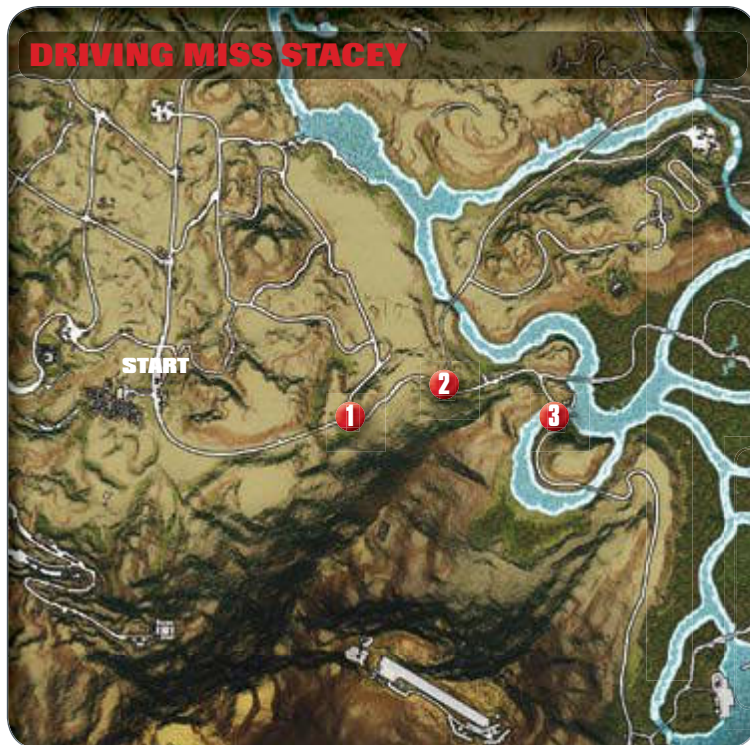
Run through the village to locate the Columbi Excelsior—the pink limo. It's the only car Stacey will take. Once you have the Columbi Excelsior, drive it to Stacey's location, approximately one

and a half kilometers away. Take the roads to avoid damaging the limo. You need it in great shape in case you come under heavy fire. This vehicle will not withstand much damage.



Slow down at Miss Stacey's "date" site. She automatically hops into the limo.

## DRIVING MISS STACEY



## LEGEND

- 1 Miss Stacey
- 2 Boom-Boom
- 3 Drop-Off Site



There is no timer on this mission, so take your time driving to the safe house. Driving with the flow of traffic keeps a low profile. If you stay clam and careful in your driving, you will not attract soldier attention right away.



When you are about 600 meters from the drop-off site, you encounter a roadblock. General “Boom Boom,” Stacey’s paramour, is sitting in the middle of the street holding a rocket launcher. Swerve to avoid the incoming rockets and drive around the roadblock. Then, punch the gas and do not let up until you reach the safe house; you now have a lot of heat on you.

Soldiers flank the limo on bikes. Nudge them into oncoming traffic.



When you reach the safe house, Stacey gets out and the mission ends in success. Before moving on, be sure to collect the vehicle part and weapon part at the safe house.

### LEGEND

**1** Sniper perch

## The Broader Scope

A Panauan army colonel known as Chen has started a personal campaign against the Reapers. You must assassinate the colonel at the Port Gurun Lautan Lama harbor. Santosi gives you a sniper rifle for getting the job done with minimal attention.

### Strategy

**Location:** Port Gurun Lautan Lama

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

After picking up the sniper rifle Santosi left you, take the nearby Stinger Dunebug 84 and drive to the sniper’s perch marked on your map. You are not the only person planning to use this position, though. There are several soldiers on the ridge



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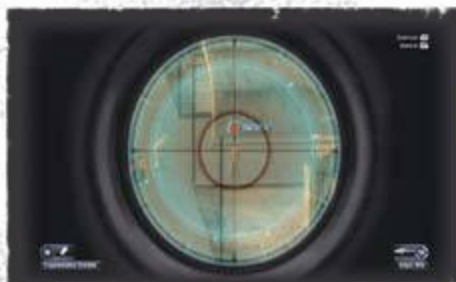


overlooking the harbor. You must eliminate them before you can make an attempt on Chen's life.

## TIP

*There is some chaos to cause up here after the mission ends. Blast the broadcast tower and sabotage the pipeline behind you.*

When all of the soldiers are done, take to the perch. Bring up your sniper rifle scope and look down on the harbor to locate Chen. He is marked. A headshot will kill him instantly. If you wing him, though, you need to make two shots. Chen runs as soon as the first shot rings out. You must lead him by a hair to take him out with the second shot, if necessary.



*The harbor below is ripe with chaos possibilities. Shatter the crane and light up the fuel depots to add to your growing Chaos score.*

## NOTE

Reapers want to destroy one of the rigs as a message to the government that nothing is safe from Santosi's grip. The rig you must destroy is the Pelantar Minyak Gerudi Besar, which is located in the waters west of Port Gurun Lautan Lama.

*The base is the home of Colonel Tunko Bin Hitam, one of your targets.*

## NOTE

## Strategy

**Location:** Pulau Dayand Terlena

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



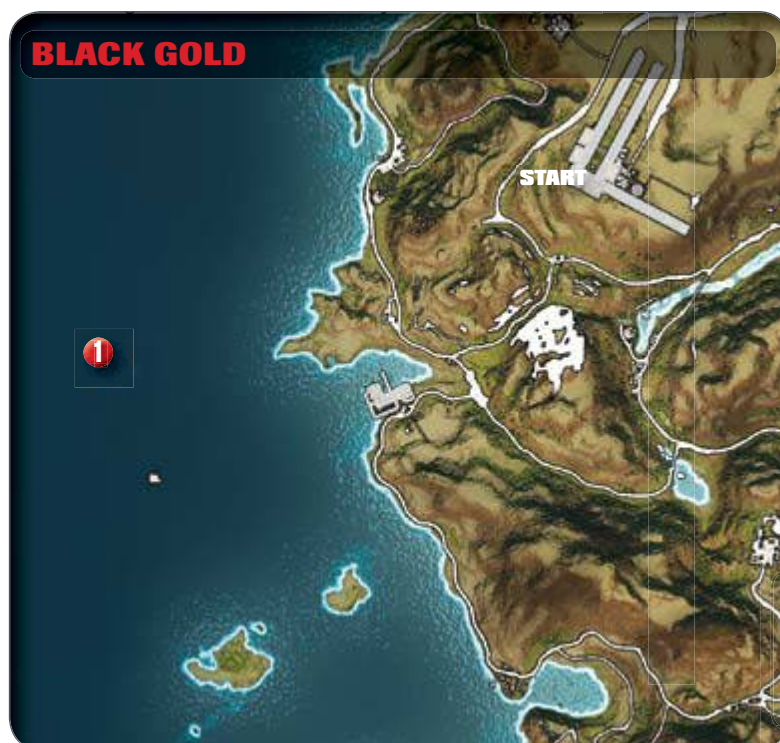
Santosi leaves behind an SMG for you to use in this mission, but the bigger gift is one given by the Panauan military: a fighter jet. Steal one of the fighter jets on the base. The Si-47 Leopard is equipped with a cannon and missiles—perfect for taking out an oil rig, or at least doing some serious damage with a few passes.



Jump in the cockpit and roar down the runway, taking off into the blue yonder. Steer out over the ocean, punching it to close the distance between you and the oil rig.

## Black Gold

### BLACK GOLD



## LEGEND

**1** Pelantar Minyak Gerudi Besar oil rig



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To ruin the rig, you must fill the Damage meter under your radar map. The oil rig is loaded with targets, such as fuel depots beneath the main platform, a crane, and the central mast. Slam the rig with missiles on multiple passes, slowing down only a little as you close in on the rig so you can get off an extra shot or two before speeding away to make a wide turn and come back.

*There is an SAM on the platform, so if you slow down too much while flying over the rig, you risk being shot down.*

## CAUTION

If you are struggling with the jet, you can also take apart the oil rig on foot. Parachute down to the rig, but be ready for resistance. Snipers are everywhere.



Admittedly, the jet isn't for everybody. A chopper might suit your style better. There is an attack chopper on the rig you can steal, but you better destroy the SAM battery before snaking it. You can also steal an AH-33 Topachula attack helicopter from the military base instead of the fighter jet. It will take much longer to reach the oil rig, but the chopper's extra maneuverability does make it a touch easier to target all of the destructible features, like the depots and cranes. Just take out that SAM battery first.



Circle the rig in the chopper and slam it with missile after missile to damage the platform to Santosi's satisfaction.

Once you spoil the platform, you can still land on it. There are vehicle and weapon parts on the rig you should lift for use in the Black Market between missions. Plus, gathering the parts is the only way to reach 100-percent completion on the oil rig.

## Hell on Wheels

The Reapers have agreed to a sit-down with one of their rivals; however, she has just learned that a saboteur has planted bombs on three of the vehicles in her convoy headed to the confab. You must quickly catch up to the convoy and disarm the three bombs (while the trucks are still moving) to complete the mission.

## Strategy

**Location:** Kampung Pasir Panjang

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Santosi leaves you an SMG and access to a Saas PP12 Hogg. If you have no better vehicle (such as a chopper) handy, jump behind the



wheel of the Hogg and set out after the convoy, which is approximately one kilometer away at the start of the mission.



Race across the flat desert to intersect the convoy as it pulls onto a dirt highway. Drive alongside one of the trucks and then get into a stunt-jump position.

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## HELL ON WHEELS



### LEGEND

**1** Convoy

## Death from Above

The Reaper outposts in the Panau Tengah Bay area have been getting hit pretty hard by aerial patrols originating from the Tanah Lebar Airbase. Santosi needs you to fly to the base via one of her choppers, and then destroy the fighter jets stationed on the runway so Panay's thugs can no longer use them to attack Reaper assets.

### TIP

*If you have access to them in the Black Market, the grenade launcher or rocket launcher are exceedingly useful for this mission.*

Jump to one of the trucks and drop to the rear of the vehicle. Disarm the bomb by following the onscreen commands.



If you are close enough to another truck, stunt-jump to it. Otherwise, hit your parachute and fly above the convoy. Circle around the convoy and grapple to the closest rig. Repeat

the disarming process. Soldiers have likely caught up with you by this point. If your Reaper comrades do not fight them off, lean out from behind the truck and shoot out the soldiers' tires to slow them down while you finish off the rest of the bombs.

## Strategy

**Location:** Tanah Lebar Airbase

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



When the mission begins, the Reapers drop out of the sky in a transport chopper to escort you to the site of the fighter jets. Grapple up to the chopper and then hold on as you are flown over the base entrance and directly next to the airstrip where the jets are parked.

*Do not attempt to hang from the chopper and circle over the jets. You are totally exposed up there and will be shot down within seconds by the soldiers scrambling across the airstrip.*

### CAUTION



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Tanah Lebar Airbase

*You can always steal one of those jets and then use its missiles to hammer the parked planes. You just better disable the SAM battery at the end of the runway before even trying it. And even then, there's still a flak cannon at the base to shoot you down.*

## NOTE

## DEATH FROM ABOVE



## TIP

*Nab the cash stash and armor part from the buildings at the far end of the airstrip.*



Once on the airstrip, use everything you have to attack the parked planes. Triggered explosives, grenades, rockets—anything that goes boom is effective against the jets. However, do not concentrate on the jets to the exclusion of the soldiers. They spring into action as soon as you land and will surround you if you are not careful. You must balance targeting the jets and pushing back against the soldiers.



*The flak cannon dismantles the jets within seconds, but you leave your flank exposed if you attempt to use it for too long.*

*The airstrip is home to Colonel Lee Yu Wein, one of your targets. Killing that colonel will cause an extra 1,000 Chaos and net you \$5,000.*

## NOTE

Dart to the airstrip's far end, near the buildings, to locate a secret weapon: a parked SV-1003 Raider. The turret on this bad boy cannot be controlled by the driver, so you must get out to operate it (temporarily exposing yourself to gunfire), but it rips apart the planes like they were made of plastic and bailing wire. The mounted gun is also perfect for killing the colonel on the airstrip. After destroying the final jet, which ends the mission, keep using the Raider to tear apart the fuel depots and other assets on the airstrip. Then, drive down into the military base to the north and keep hammering away at Panay's thugs.



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## Helicopter Hangaround

The Reapers are stockpiling illegal contraband in a silo outside the Tasik Jernih village. Word of this silo has reached the government. Panay's forces have a plan now to launch several choppers to descend on the silo site and destroy it. You must take the attack chopper Santosi gives you and fly to the Tanah Lebar military base. Once there, destroy the choppers before the government can use them to destroy the silo.

### Strategy

**Location:** Tanah Lebar Base

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

#### LEGEND

1 Tanah Lebar Airbase



When you fly toward the military base in the provided chopper, you discover that you are too late. Panay's forces are in the air. You must now chase down these three choppers and shoot them out of the sky before they can pound the contraband silo.

When going up against another attack chopper, you always want the high ground. It is much easier to pound another chopper from above. The chopper below cannot get a good bead on you with its guns or its rockets. So maintain a slight altitude advantage on the rival choppers and unleash the fury of your guns to push them into the jungle below.



When the attack choppers finally reach the silo, you need to act fast. Those enemy choppers circle the silo and just unload on the Reaper asset. Stay above the silo site and circle along with the enemy choppers, slamming them with rockets and gunfire.



Allowing two of the choppers to attack the silo is a sound strategy, because once in position, they no longer target you. You can rain lead upon them without fear of retribution or engagement.



Once the mission is over, use the attack chopper to destroy assets at Tasik Jernih, such as the gas pumps on the dock. The nearby Pasir Putih harbor base is another good site to attack



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while in possession of the gifted attack chopper. Circle the dock and blast fuel depots, broadcast towers, and cranes. Just be mindful that after about 15 seconds of your wanton destruction, the soldiers will put a bird in the air to engage you.

*Try to hold on to the chopper. It is useful at the beginning of the "I Want to Break Free" mission for the Reapers, should you choose to take that job next.*

NOTE

## I Want to Break Free

The Reapers have long been searching for a kidnapped comrade. Recently, Santosi received confirmation that her associate was being held in a cargo container at the Pasir Putih harbor near the village of Tasik Jernih. You must infiltrate the harbor, free the captive, and then bring him to a safe house.

### Strategy

**Location:** Pasir Putih Harbor

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

If you do not have another vehicle to use for this mission, take the Frisco Catshark S-38 powerboat Santosi leaves for you at the docks (she also gifts you an SMG). Steer the boat



along the shoreline to the east and race up to the harbor. Park the boat near one of the docks and then jump out.



The captive is in the marked container right on the harbor's edge. However, several soldiers are guarding the container. Circle the container and blast them with your guns.



To free the comrade, you must blow open the doors of the container. Lob a frag grenade (there are extras in a nearby crate) at the door and stand back. The explosion rocks the doors off their hinges. The Reaper associate steps into the sunlight, happy to see you. Now it's time to get him out of there. He will follow you and enter any vehicle you claim.

## I WANT TO BREAK FREE



### LEGEND

- 1** Pasir Putih Harbor
- 2** Drop-Off Site

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You have multiple options right now. If you did not totally beach the Frisco, you can lead the Reaper back to the water and then speed off in the boat. There is a Maddox FVA 45 near the cargo container, too. This off-roader will get you out of the base quickly and on the road to the drop-off point, which is 1.85 kilometers to the south.

If you take the roads, watch out for Panay thugs to give chase. Run them off the road by steering them into traffic or the rocks.



Another escape option is the H-62 Quapaw transport chopper on the helipad to the southeast of the cargo container. This chopper is not armed, so you need to fly high to avoid ground fire and buzz straight to the drop-off to minimize the chance of an aerial engagement. Extra bonus: you now have a chopper to fly to your next mission.

*The AH-33 Topachula on the helipad next to the Quapaw is an attack chopper, but you cannot use it for the second half of this mission, because it is not a two-seater.*

NOTE

## Clear Skies

The Reaper's aerial smuggling routes are in danger of being overrun by the defense systems at the Bukit Rendah military base up in the Gunung Dataran Tinggi mountains. You must infiltrate the base for Santosi and deprogram the defense systems so the smuggling routes may continue to be used without any fear of disruption.

## Strategy

**Location:** Bandar Gunung Raya

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Santosi leaves you an SMG but does not offer a vehicle. You are on your own to reach the military base. There are several cars in the village, but you may wish to either call in an order from the Black Market or steal the Maddox parked just outside the village along the highway.



### TIP

*The base hosts Colonel Ismaryanto. Kill him during this mission to bank some Chaos and cash.*

Once you enter the base, the computer that lets you program the aerial defense pops on your radar. But you need to deal with the soldiers swarming the base before attempting to hack the laptop. Start out by blasting the soldiers near the base entrance. There is a mounted gun you can detach from a guard post and use to cut through the soldiers, but it will significantly slow you down.



*The laptop is located near the SAM battery. But if you make a break for it, you must first kill two guards. Plus, this places you in the sights of the base's colonel, who is a tough customer armed with a machine gun.*

Look to the northeast of the laptop for the solution to all your problems: a Raider. Jump into the armored vehicle and regenerate any lost health. Then, stunt-jump back behind the mounted gun on the vehicle roof. Use the gun to take down the colonel and any soldier around the laptop.





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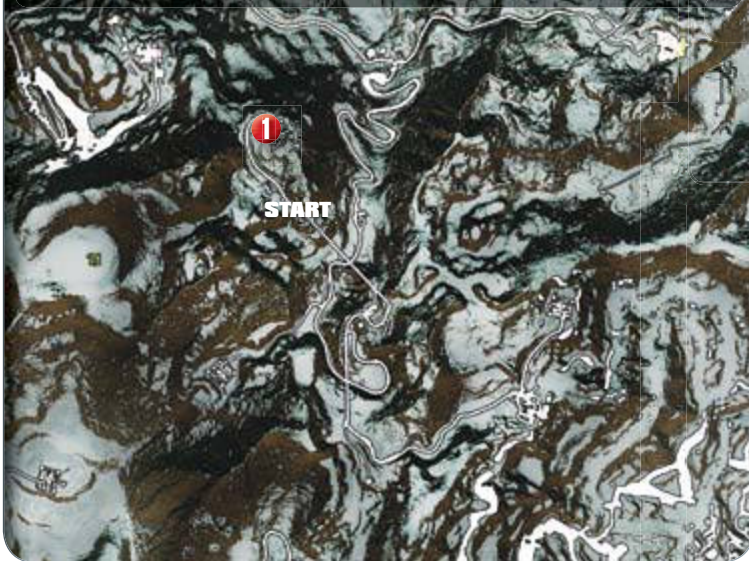
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## CLEAR SKIES



## LEGEND

### 1 Bukit Rendah Base



## TIP

*There is an armor part wedged between the barracks and base wall to the north of the Raider.*

After killing the soldiers, turn the gun on government assets, like the massive radio mast in the middle of the base. That mast is worth \$5,000 and 1,000 Chaos, just like the colonel.



When you start hacking the laptop, the military attacks with another Raider and an attack chopper. You must stick close to the laptop to complete the hack. Target the gunner on the Raider and either shoot him or pull him out with your grappling hook. If you can just hold on until the hack is complete, you take over the missile systems. They automatically target the enemy chopper and bring it down without you lifting a finger.

After finishing the laptop hack and completing the mission, stay and search the base for parts. Between the Raider's guns on the assets and the parts search, you can score 100 percent on this base in no time.

## Jumping Parole

Saul Sukano is one of the Reaper's best hitmen. Unfortunately, he was recently captured and is scheduled to be executed. Santosi requests that you free him as he is transported through the Gunung Raya valley in an armored car convoy. The valley is a perfect place for the ambush, but expect resistance from his captors.

## Strategy

**Location:** Gunung Raya Valley

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Santosi leaves you a submachine gun but no vehicle? What gives? Well, in about 90 seconds, the armored car containing Saul is actually going to pass under the bridge on which you're standing; therefore, face south and watch the pass. When you see the car appear on your radar, jump off the bridge and sail down to the government truck accompanying Saul's vehicle.



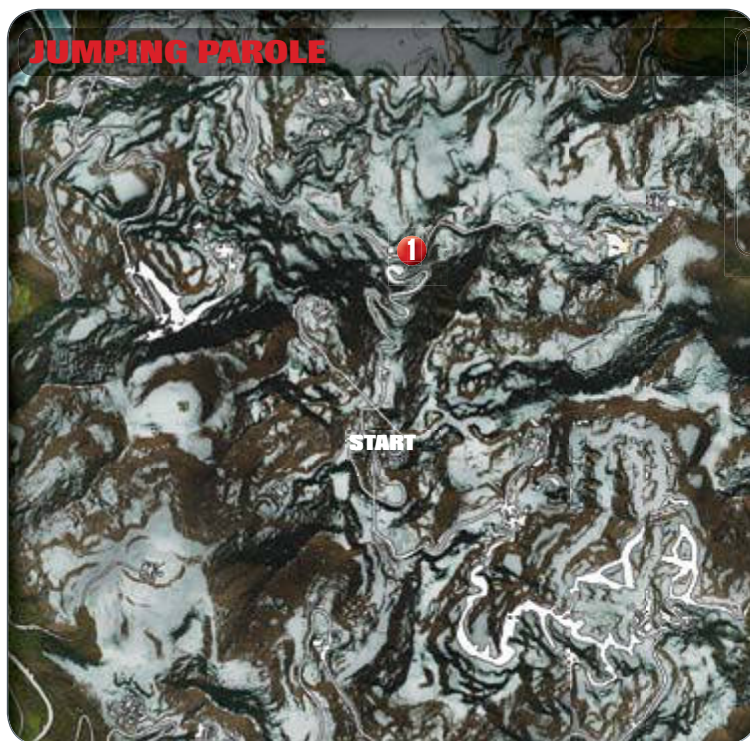


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## JUMPING PAROLE



### LEGEND

- 1 Gunung Raya Valley/Armored Car

Grapple and drop down onto the truck's roof and shoot the guards who pop out. Eliminating these threats now will make your escape much easier.



Zip over to Saul's car and beat the driver senseless. Once you eject the driver, you must race to the drop-off site and deliver the hitman.



Stay in the center of the road and weave through traffic—do not make any sudden movements that could make you lose control or overcorrect.



If the soldiers do overwhelm you, there is a trick for getting away without killing Saul. Going forward down the face of the mountain is deadly. However, if you swing your back end to the road's edge and then drive down in reverse, you will actually have greater control, since you don't get going as fast as if you drive straight down.



Once you have Saul, you must drive down the winding, snowy road to the drop-off site at the village of Kampung Penggali. This is not going to be easy, because the car drives like a

greased pig on the icy pavement. Don't get going too fast or you may lose control, sending it flying off the side of the mountain.

After pulling into the drop-off area, get out and gun down the soldiers who followed you.





## Slippin' and Slidin'

Following a firefight at the Tanah Raya ski resort, some Reaper associates need immediate medical attention. However, the lodge is surrounded by Panay's thugs. You must transport a Reaper doctor down the ski slopes of the resort and to the lodge. Once there, cover the doctor as he tends to his patients.

### Strategy

**Location:** Tanah Raya ski resort

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part

#### LEGEND

- 1 Doctor
- 2 Ski Lodge



There is a Chevalier Express HT parked near the telephone. Hop in the truck and start driving down the ski slopes. Maintaining control over the truck is tough, since you can get little traction on the snow. Just power ahead and take wide, gentle turns to avoid flying through the fences that line the slopes.



#### TIP

*If you stole a transport chopper, you could bypass the slippery slopes, pick up the doctor, and then set down near the patients.*



The Reaper doctor is waiting for you halfway down the slopes. Steer to the left and pull into the lodge where he is located. There are several soldiers at the site. Hop out of your car and open fire on Panay's troops before they kill the doctor.

Once you have the doctor, you can either jump back in your truck or steal the soldiers' Maddox. The Maddox's tires get much better purchase on the snow, so it will be easier to get down

the hill. But the Maddox is an open-air vehicle, which exposes you and the doctor to gunfire. It's your choice, but time is of the essence. As

soon as you free the doctor from the soldiers, you have 2:40 to get down the hill and save the patient. The Maddox will get you there faster.



Carefully steer around the soldiers who pursue you in their own Maddox. They have a mounted gun, but if you just stay calm and steer around them you, you can escape unscathed. The soldiers almost always overcorrect and crash.



Pull up to the hotel gates to stop the timer. The doctor refuses to get out, though, until you kill the soldiers around the lodge.



## TIP

*lodge following the mission, be sure to blast the Baby Panay statue for Chaos and cash.*

The lodge is crawling with soldiers. Stick to cover and systematically push through the courtyard leading up to the lodge on the far side of the Baby Panay statue. There is a demolition officer near the statue. Keep back and target him from a distance since he drops explosives when you kill him.

As you close in on the lodge, rockets streak through the air. There are two guards on the lodge steps, each with a rocket launcher. That's what is giving the doctor serious pause. You must eliminate both soldiers with the launchers before the doc will move. Pick one of the two soldiers and then run close enough to use your grappling hook. Pull them off the stairs and then finish them with gunfire before they can get back up.

After neutralizing one of the soldiers, cross behind the other against the lodge. You collect an armor part as you move. Sneaking up from behind gives you an unbeatable advantage. Plug the soldier before he lets fly with a rocket. Now that the doctor can reach the lodge without fear of taking a rocket to the face, you complete the mission.

## Chemical Heist

Santosi knows that she has seriously rattled the government and wants to keep delivering hard hits to establish the Reapers as a force to be reckoned with within Panau. Santosi orders you to fly up to a chemical research facility in the mountains and retrieve three samples of a chemical weapon. You must then get the samples back down to Santosi before the elements thaw.

## Strategy

**Location:** Pekan Teluk Tengah

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part



When the mission begins, Santosi leaves behind a Rowlinson K22—a personal helicopter—on the wooden helipad next to the telephone. Unless you have an attack chopper on hand, use the small copter to ascend the tall mountain range and close in on the chemical research facility. It is over two kilometers, so expect a decent-sized ride before seeing the facility appear in the snow below.

The facility is protected by an SAM battery, so land soon. If you are in the Rowlinson, you have no guns, anyway, to attack the base. Just get on the ground.



Once at the base, you must breach two laboratories to get the samples Santosi requires. The first is located just at the southern tip of the site. Land the chopper near the lab. The

lab is guarded by a handful of soldiers, including at least one shooter on the roof. Pull him down or zip up there yourself and kill him. After eliminating the soldiers on the lab roof, pick up the triggered explosives from the small crate.

Place a triggered explosive on the lab roof (or roll a frag grenade across it) to force your way inside.





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The Setup

# CHEMICAL HEIST



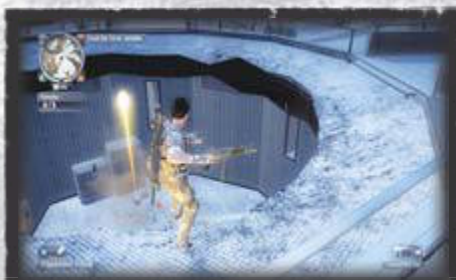
## LEGEND

- 1 Sample Labs
- 2 Scientist
- 3 Drop-Off Site

frozen lake. When you reach the second lab, take a moment to park the truck facing the giant platform to the left. You need to get there in a hurry once you finish grabbing the sample at this lab, so having the truck ready to speed straight to the platform will shave precious seconds off your time.



Before dropping into the second lab, target the sniper on the low building to the south. If he lives, he can possibly pick you off as you exit the lab.



There is a sentry gun inside each lab. If you have spare grenades, dropping one inside will overturn it.



Once inside the lab, pick up the sample and then open the door. Expect two or three soldiers to be waiting for you just outside. Shoot them from the safety of the lab and then rush back out into the snow.

The next lab is to the east. With several soldiers still in play, grapple over to the parked Fengding EC14 truck and race up the dirt road that winds around the



As soon as you grab the second sample, a scientist holding the third attempts to make a quick getaway from the platform. Get back in the truck and drive directly to the platform. As you drive, the scientist races up several flights of stairs to reach a helipad on the roof. You need to reach the scientist before he gets in his chopper and flies away. You can always target him as he takes off, but if he gets out over the frozen lake, the mission ends.



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Leap out of the truck (or parachute out to fly up the face of the platform) and grapple up the side.



And now that you have an attack chopper, why not use it to blow up the statue of Baby Panay in the town?

**NOTE**

## Checking the Menu

The Reapers are ready to expand their operations but require additional supplies for the increased size of their forces. Santosi has located a food shipment meant for the Panauan military, but she wants you to hijack it and bring it back to one of her drop-off points. You must escort the food crates to the drop-off without losing too many to traffic or attacks.

## Strategy

**Location:** Tanah Raya Highway

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

The scientist runs as fast as he can to the chopper, but you are faster than he is. However, there are a handful of soldiers on the platform, too. If the scientist gets too far ahead, pull him back with your grapping hook. As he tumbles, empty a clip into him. The scientist has no armor, so you can chew through pretty quickly if you have decent aim. When the scientist perishes, he drops the third sample.

If the scientist makes it to his chopper, you need to grapple up to him as soon as possible and bash him out of the pilot's seat. He drops the sample, which you can then fly down and pick up.



Santosi did not give you a vehicle for this mission, but fortunately this area is heavily trafficked by motorcycles and scooters. Relieve one of the civilians of their wheels and then race after the food shipment, which is now marked on your map. It is parked at a gas station to the north.



## TIP

Grab the armor part behind the cargo containers at the gas station.



Don't get in a firefight with the soldiers at the gas station. You can come back and tear the place apart for Chaos. Concentrate instead on hijacking the truck.

Once you have retrieved the third sample for Santosi, you must take all three of them down to her drop-off site, which is over three kilometers away. You do not have enough time to reach the bottom of the mountain by parachute or truck. You need to use the scientist's chopper. Climb inside and then take it high to avoid the SAM battery at the facility's southern end. Fly straight for the site, keeping an eye on the sample temperature gauge just under your radar. The drop-off site is inside the small town of Pekan Teluk Tengah. Just land the bird next to the site to complete the mission.

Do not go off-roading right away with the shipment. Bumps will throw crates out of the truck, and if you lose half of them, the mission ends in failure. So, stick to the highway, but keep the hammer down. You cannot afford to





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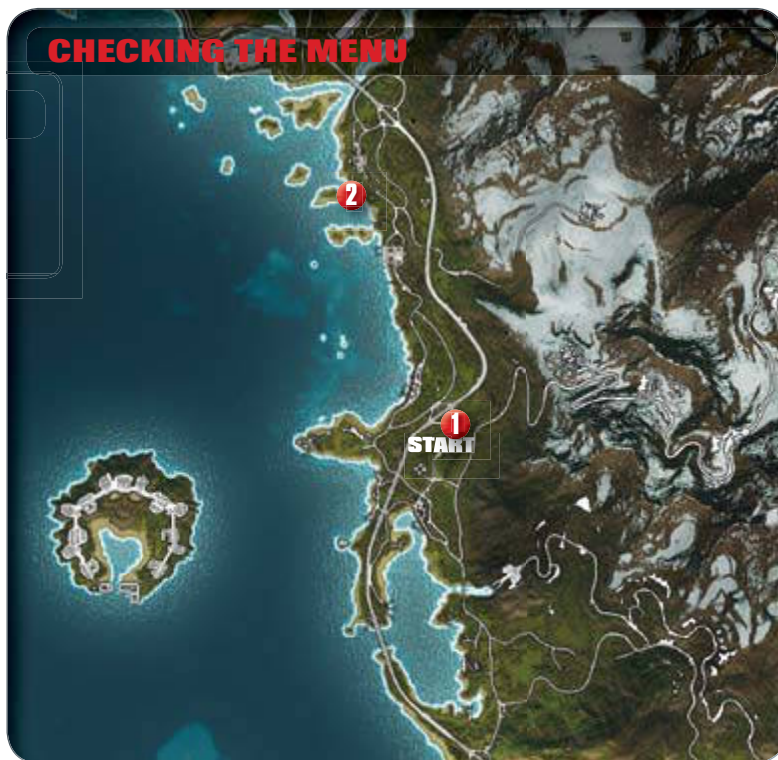
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## LEGEND

- 1 Food Truck
- 2 Drop-Off Site

## CHECKING THE MENU



slow down and give the soldiers you left back at the gas station an easy time catching up with you. Your truck is already at a speed disadvantage as it is.



When you approach the temple on the road's left side, you need to look for a shortcut through the trees. Slow down and carefully steer the truck over the slight hump. If you take it smooth, you will not lose a crate. Steer through the wide gaps between the trees and take care to avoid rocks. Some are covered with moss, which makes them blend with the ground.

As you close in on 200 kilometers from the drop-off site, you reach a roadblock. Do not slow down. Just power through any gap you see in the fortifications.



The drop-off site is the docks on the waterfront to the roadblock's east. Just pull into the parking lot and the Reaper will take care of the rest.



## The Setup

Santosi has a personal beef with the military's ace pilot Hamzah, stationed at the Kem Sungai Sejuk airbase. She has orchestrated a complex revenge plot, one that requires you to sneak onto the base and steal one of Hamzah's fighter jets. Once you have the jet, use it to attack the nearby Kem Singa Menerkam base and make Hamzah look like a traitor.

## Strategy

**Location:** Kem Sungai Sejuk Base

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



After answering Santosi's call, you must rush to the nearby airbase. The plane you need to steal is right on the runway, but so are several soldiers and an attack chopper. There is

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## LEGEND

- 1 **Kem Sungai Sejuk Base**
- 2 **Kem Singa Menerkam Base**

no getting by them. You must eliminate soldiers running straight at you while dodging the chopper's fire. After killing a couple soldiers, grapple up to the chopper and seize control of it.



As soon as you have the chopper, target the SAM battery above the parked jet fighter. Now, use the chopper to circle the base and rip up assets to cause chaos.

## TIP

Overload the oil pipeline that runs alongside the airstrip to bank even more cash and Chaos.



As soon as the runway is clear, steal the jet and take off from the base. The military target now appears on your map.

## THE SETUP



The military base is rich with targets. The most obvious is the colossal radio mast poking into the skies. But there are radar dishes, fuel depots, and more just waiting to be torn to pieces by your rockets and guns. Pass over the base low and slow, hammering it with several rockets before zooming off to make another run. There are SAMs on-site, so don't get too slow or else you make yourself a prime target. You only need to blast a few assets to complete the mission.

*Colonel Ranjan is the boss of the base. If you cannot slam him with missiles, come back later with a chopper to target the colonel to earn cash and Chaos.*

## NOTE



# ROACHES

The Roaches are a criminal gang that operates under the leadership of Razak “Razor” Razman. The cutthroat crime boss runs a tight ship, and with your help, he will expand his empire across Panau. The Roaches missions are presented in the order in which they appear, provided you perform the Stronghold Takeover missions in the order in which they are offered: “Free Trade,” “Oil for Blood,” and “Paradise Valley.”

## Nothing to Declare

The Roaches place a premium on loyalty. Razman has just discovered that his personal pilot has turned traitor and is agreeing to work with the government. Razman wants you to intercept the pilot at the Panau International Airport and snuff him out.

### Strategy

**Location:** Lembah Genting Tinggi

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Razman leaves an assault rifle next to the telephone for you to use during this short mission. Take the rifle if it is superior to your current two-handed weapon, and then

seek out a nearby vehicle to chase down the pilot. The Roaches’ Dalton N90 is a speedy little truck that will get you across the airport in no time.

As you approach the pilot, he takes off in a helicopter. You must pursue him. Find a way to take to the skies yourself.



There are multiple Aeroliner 474s at the airport. Jump in the cockpit and take off after the pilot, or use the second attack chopper at the helipad.



### LEGEND

1 Pilot

The Panau International Airport is the only place you can find the Aeroliner 474.

### NOTE

### TIP

It’s a gas to chase the pilot in the Aeroliner, but this mission is definitely easier if you use the chopper.



If you take the Aeroliner, fly above the pilot’s chopper and then bail out. Fall near the chopper and then deploy your chute. Grapple to the chopper to seize the pilot.

Should you choose the chopper, fly after the pilot as he makes his way to the downtown area. Stay above the pilot so you can spray his helicopter with bullets while giving chase. Do





not engage the him. Just maintain your height advantage while keeping within range of your guns, which is about 200 meters. After several blasts, the chopper—and the pilot inside—crash to earth. With the pilot down, the Razman thanks you for your service and rewards you with cash and parts.

## Airport Troubles

A hacker who once worked for the Roaches has turned against Razman and has struck a deal with the government. That hacker has entirely too much information on the Roaches to be walking right into Panay's hands. You must seek out the hacker, but few people know where he is hiding. To find out, you must start at the airport and interrogate the pilot of the plane that is scheduled to fly the hacker to safety.



The Titus ZJ is one of the best cars on the island, and the only place to find it is on display in front of the airport.

## Strategy

**Location:** Panau International Airport

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

### TIP

*If you are low on health, use the medical kit at the fuel station near the telephone.*

Razman leaves you only a submachine gun. Because you are so close to the airport, he has no need to gift you a vehicle. The location of the pilot is marked on your map. He is inside a hangar on the fringes of the airport. Run (or slingshot-parachute) to the hangar to close in on the pilot.



### LEGEND

1 Pilot

2 Little Guy

### AIRPORT TROUBLES



The pilot has no intention of going quietly. You must kill him. When the pilot dies, he drops his PDA, which has the location of the hacker on it.



### TIP

*There are many fuel depots at the airport that are easy to blow up with the attack chopper you take from the dead pilot.*

The PDA reveals that the hacker, nicknamed Little Guy, is still at the airport. He is in a small plane getting ready to take off from the airstrip to the south of the hangar. Fly the pilot's attack chopper to the site of the small plane. There are multiple soldiers around, but the chopper makes short work of them from above. If you really want to cause a splash and neutralize several soldiers, hammer the parked airliner at the end of the runway with your chopper's guns.







You must steal the small plane with Little Guy inside of it, which requires you to land. On the ground, take out any remaining soldiers between you and Little Guy's plane.

## TIP

Trash the pilot's chopper so the soldiers near the plane cannot steal it back and use it against you.



Once behind the Cassius 192's controls, take off to avoid too much damage to the plane from ground troops or from an incoming attack chopper.



As you fly away from the airport, you start downloading all of the information Little Guy has on him. The download takes several seconds. As the information is downloading, continue gaining altitude to leave behind the attack chopper that gave chase from the airport. If you stay too low, you risk being shot down before the download is complete.

Once the download is complete, Razman is satisfied. He tells you to do with Little Guy as you please. You can crash the plane to get rid of Little Guy or land it somewhere and just let the friendless hacker melt back into the Panauan people. However, you should definitely use the plane to speed to your next mission, whenever it appears on the map.



## TIP

Jets and planes are great for discovering settlements. Just fly low over the settlement to mark it on your PDA. Marking settlements gives you greater freedom with landing zones when using Black Market extraction.

## Paparazzi Pursuit

Razman is in need of a killer. It seems a paparazzi in Panau City has managed to snap some incriminating photos of one of Razman's associates. You need to report to Panau City and close in on the photographer's apartment. Should the photographer flee, chase him down and recover the photographs. They must never be seen!

## Strategy

**Location:** Panau City

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Razman leaves you an SMG and a Makoto MZ 250 motorcycle. The motorcycle is great because it is fast, and it has great maneuver-

ability. You can fire one of your single-handed weapons (like the SMG) while driving it. Once you're on the bike, weave through traffic to close in on the photographer's apartment.

When you reach the apartment, the photographer spots you as a potential assassin and takes off on his motorcycle. The photographer's bike is just as fast as yours; since he has a head start, you must keep the throttle up to catch him. The photographer makes sharp turns to lose you, such as an immediate hard right after you spot him.





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# LEGEND

- 1 Drug Refinery
- 2 Drug Refinery
- 3 Drug Refinery
- 4 Drug Refinery



The second refinery is farther south. Cross the rooftops to reach the refinery as quickly as possible. Grapple to the next roof from the first refinery and then engage the parachute to fly straight at the bomb site.

The first drug refinery is to the south of the telephone. Hijack any car or motorbike that passes by, and drive straight to the first refinery. The site is on a roof, so you must grapple up to the rooftop to mount your attack and secure the bomb.



TIP

As you fly toward the site, you pass a cash stash on a billboard. Unless you can be quick about grabbing it, come back to it later.



When you reach the second refinery, several guns train on you. Act fast to bring these thugs down, whipping any that get too

close. They are armed with shotguns, and you can ill afford a close-range blast. Your grapple hook can rip soldiers off the roof, so pull them to their deaths if they get too close to the edge. Shoot the rest of the group and then zero in on the bomb. Diffuse it as fast as you can and then begin traveling to the third refinery.

As soon as you reach the first rooftop, the timers for all four bombs start ticking. You have just over four minutes to diffuse all of the bombs or the mission ends in failure. So, to get things started, target the soldiers around the bomb on the first rooftop refinery in order to clear the site. If you leave any soldier alive, you risk being shot in the back while hacking the bomb's controls. This restarts the hack sequence, thus eating up precious seconds.



The refinery is to the southeast, on top of a high-rise. It is much farther away, so this is why having a chopper is so useful. But if you are without rotors, grapple from building to building, using your chute to slingshot to the third refinery.



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## LEGEND

### 1 Paparazzi



The photographer's best chance to lose you is where he turns onto the freeway. The on-ramp is narrow and easy to miss if you do not either slow down or swing wide into it.

## TIP

Use the SMG or revolver to gun down the paparazzo. The pistol, unless significantly upgraded, just doesn't do the damage needed to end this chase.

Slide behind the photog on the freeway. There is a little traffic, but most of it clears out when they see you coming. The freeway is a straight shot, giving the photog few options for avoiding your gunfire. If you get close enough to the photographer, you can also jump off your bike and immediately grapple to his. When you grapple to his bike, he falls off. Jump off the photog's bike and then gun him down right in the middle of the road.



You can also kill the photographer by targeting his bike. Shoot it up until it is on fire and then wait for the flames to reach the gas tank. The explosion kills the photog.



After killing the photographer, stop at his corpse and retrieve the pictures. Now you must drive them to a drop-off point, where they will be disposed of. By this point, though, you have a little heat on you. Soldiers will give pursuit and open fire as you speed through the city en route to the drop-off site, which is a trash can. Deposit the photos to end the mission.

## The Red One or the Blue One?

The Roaches control several drug refineries around Panau City. Razman has learned that government troops are launching an operation to destroy four of his facilities. The soldiers will surround each site and then plant a bomb to blow it up. Razman needs you to quickly travel to the four refineries and disarm the bombs. Resistance will be strong, though, so make sure you're operating with full clips before taking this assignment.

## Strategy

**Location:** Panau City

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part





The third refinery is being attacked by normal soldiers, and there is a sniper on the stairs above the bomb. Start yanking the soldiers off the rooftop refinery with your grappling hook before wading in to finish the rest (if any survived being pulled by your hook or you opted to just rush in and start shooting) and disarm the bomb. The bomb is completely exposed, so you must clear the roof before attempting to disarm it. Otherwise, you will be repeatedly shot every time you turn to the bomb.

The fourth and final refinery is southeast, on top of an even taller building. You must get around a giant skyscraper to reach it. If you are relying only on your hook and chute, pull yourself to the skyscraper and then slingshot around it. To get enough momentum to propel you to the refinery building, you will need to grapple to the skyscraper again (latch on to a ledge) as you make the arc around the right side.

The fourth rooftop is a minor war zone. Beware of a demolition officer tossing explosives at you. One false move and you'll be blasted off the roof. By this point, you have attracted significant heat. An attack chopper is likely to swirl overhead. Grapple up to it and steal it away in order to blast everybody off the rooftop. Once the scene is clear, land on the rooftop and diffuse the final bomb.

If you hold on to the attack chopper, use it to drop down to the nearby rooftop with Colonel Tengku Baba. Shred him with the chopper's guns to bank 1,000 Chaos and \$5,000.



## Breaking and Entering

The Roaches want to expand their operations in the Pelaut Archipelago and cannot do so without sensitive information that the government possesses. The data is at the Pulau Panau Kecil military base, but the computer you must access is heavily guarded. Do not go into this mission lightly. Before moving out, take the assault rifle Razman leaves behind for you at the telephone.

### Strategy

**Location:** Pulau Panau Kecil Base

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Razman leaves behind no vehicle, but with the base so close to the telephone site, you only need to "borrow" a civilian's ride temporarily to reach the base

entrance. The entrance is guarded by a single soldier on a tower. He is easy to pull down. There is a mounted weapon at the entrance, too. If you want serious firepower, detaching it from the mounting gives you a minigun capable of perforating an enemy soldier from great distances.

The minigun makes short work of soldiers, trucks, fuel tanks, you name it. But the trade-off is speed and use of the grappling hook.



As soon as you reach the base, a timer starts. You must access the data within 1:40 or else the download is wiped and you lose access to the information. The laptop is in a small garage to the west of the second base gate. By this point, your heat is high and several soldiers are en route to your position. An attack chopper is likely being called in, too.



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LEGEND

- 1 Pulau Panau Kecil Base

Mile High Club

Madam Lee, the proprietor of the Mile High Club brothel (the world's only blimp-powered house of ill repute), has dirt on pretty much everybody in Panau. Madam Lee often uses the information gathered at the Mile High Club for extortion and bribery plots. Razman wants you to fly up to the Mile High Club and steal Madam Lee's secret information on Baby Panay so he can use it for his own nefarious means.

The GV-104 Razorback parked on the main road of the base has a cannon that eliminates any soldier who attempts to challenge you as you close in on the laptop. And after you complete the mission, you can use it to target all of the assets on the base.



Once inside the garage, open fire on the two soldiers in the back. A frag is usually enough to kill them, so if you have spares, launch one or two into the rear of the garage. Or, just use your grappling hook to pull them out of cover and finish them off with your guns. After killing the guards, start the hack. You must then protect the laptop from the next wave of soldiers while the information is downloaded on Razman's end. As soon as the last byte is transferred, the mission ends in success. But that doesn't mean the soldiers on the base stop attacking. You still have plenty of heat and must fight your way back out.

Strategy

**Location:** Mile High Club

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part



You accept the call for the mission at the Mile High Club's earthbound base. Razman leaves behind a shotgun, which is a good weapon for the close-quarter combat you will encounter at the brothel. But you need to hijack the Rowlinson personal copter on the helipad to fly up to the Mile High Club, which is over three kilometers away. The Rowlinson has no guns, but the flight is peaceful.

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## LEGEND

### 1 Mile High Club



When you approach the Mile High Club, land on the helipad. Do not touch down on the small runway. You may need that cleared for your escape.

## TIP

There is an armor part on the runway behind the parked plane. Pick it up to keep increasing your maximum health, and then grapple up to the control tower at the runway's edge to grab a second armor part.



To achieve 100-percent completion of the Mile High Club, you must destroy several assets like the fuel depot and generator on the runway. But save those for later. Concentrate on the mission right now.

## NOTE



The first laptop with data is at the bar halfway through the Mile High Club. The bartender brandishes a shotgun as you approach the bar. Within seconds, a

firefight breaks out. You cannot hack the laptop until you clean out the bar. Eliminate the bartender and any guards who cross the nearby dance floor to intercept you. Once you've thinned out the crowd, turn back to the laptop and perform the hack.

## MILE HIGH CLUB



The second laptop is on the far side of the brothel. Race past the giant dance club (you'll be back here soon enough) to locate the laptop near the DJ. The hack is easy enough, but as soon as you finish grabbing the data, several brothel employees race to cut you off from reaching the dance club, site of the final laptop. The strippers and guards are armed with pistols and shotguns. Stand your ground while the data is downloaded and eliminate the threats. In addition to shooting them, you can yank the off the airship or string them up with your hook for pinata kills.



Now, return to the dance club—located between the first and second laptops—and open fire on the first bartender you see. Chances are good he has a shotgun pointed right at your head. Patrons dive for cover as the firefight boils over.



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Rush to the laptop and start the hack. As you hold your ground, the bullets start to fly. Guards line up around the perimeter of the dance floor to take their shots. Use your grappling hook to pull them off their perches. They are much easier to deal with on the dance floor below. You have a little freedom to step away from the laptop and target the guards without disrupting the hack. As soon as the download is done, Razman congratulates you on your success.



However, the celebration is cut short when Razman discovers that Panay's thugs have sabotaged the Mile High Club. They have rigged the brothel to blow with a large bomb in the engine room belowdecks. You must return to the runway where you initially landed (watch out for the sniper at the control tower) and slip through a door on the ship's side to locate the bomb.

*There is a weapon part in the engine room, but don't go for it until you've dealt with the bomb.*

**NOTE**



(they are easily dropped through the hole between the catwalks in the engine room) and then hack the bomb's controls. Your hack fails no matter what you do, leaving only one last option: shoot the mountings holding it under the brothel.

When you step below the deck, the timer on the bomb starts. You have just one minute to get the bomb off the brothel. Pull the two guards to their deaths with your grappling hook

Close in on the mountings and deliver point-blank blasts that free the bomb.



As soon as the bomb falls away from the brothel, the mission ends in success. Now you have time to scour the base and grab the rest of the vehicle, armor, and weapon parts. When you are finished with the Mile High Club, either leave via the small copter or steal away in the Cassius personal plane. The plane will get you to your next mission in no time.

## Smugglers Do Run

The Roaches worked hard and shed a lot of blood to establish their smuggling routes around Panau. And now some band of small-time crooks thinks they can just use them for their own purposes without paying up? Razman wants you to intercept and eliminate the smugglers as they attempt to use the smuggling route along the Pelaut Archipelago.

Before the mission, there are two armor parts to grab. One is by the nearby dock; the other is behind the cargo containers.



## Strategy

**Location:** Pelaut Archipelago beach

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

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## LEGEND

## 1 Smugglers



Razman leaves you an SMG, but the guns on the MTA Powerrun 77 speedboat, which is moored next to the pier, are more than enough to blast the smugglers out of the water. Now, if you have an attack chopper, you can use that to hunt the smugglers (and it is a bit easier to target them from the air as they flee), but the MTA is quite capable at catching up to the smugglers before they get away.



Chase down the smugglers, keeping tabs on them with your guns. The MTA is equipped with a machine gun and rockets, so as soon as your target cursor turns red, light the smugglers up with everything you have. Their boat has little armor, so a few rockets do the trick. If you are struggling to hit them with the rockets, then speed alongside the smugglers and target them with your guns.

*This is one of your shortest faction missions. You can complete it in less than a minute if your aim is true.*

## NOTE

Now that you have the MTA, use it to cause some real chaos at the nearby Kuala Cengkih harbor. The boat's rockets are powerful enough to tear down the cranes along the edge of the harbor; you cannot achieve 100 percent on



## SMUGGLERS DO RUN



crane destruction without attacking every harbor in Panau. So pull through the middle of the harbor and let fly with rockets and guns on every government asset. In addition to cranes, there are many fuel depots. Just be careful: Ripping up this harbor brings down significant heat, and that boat cannot withstand much fire from an attack chopper.

## Keeping the Flow

The Roaches have a long-established smuggling route along the Tanah Raya Highway, but it is now threatened by Baby Panay's troops. Four soldier patrols have planted bombs at four smuggling sites along the highway. You must reach all four sites and diffuse the bombs before they blow.

Take out the Baby Panay statue near the telephone for some quick cash and Chaos.



## Strategy

**Location:** Tanah Raya Highway

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



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### LEGEND

- 1 Bomb
- 2 Bomb
- 3 Bomb
- 4 Bomb

several of the soldiers, too, which goes a long way to cleaning out the site.



Once the thugs are down, rush the bomb and hack it. As soon as you disable the bomb, get back on your bike or in your car and zoom to the next site farther up the freeway.

### TIP

There are two dirt bikes at the first depot. You can use these if you lost your first vehicle.

The second bomb site is in the middle of the freeway at some ancient ruins.



Bail out of your vehicle and rush the site. There are five or more soldiers surrounding the bomb. Duck behind the cargo containers and use them as cover to target the soldiers as you close in on the bomb. Shoot the barrels around the



Razman gifts you a shotgun and a Makoto MZ 250 motorcycle at the start of this mission. Now, the motorcycle has no armor, leaving you completely exposed. So, while

it is speedy, this vehicle is dangerous because as you pull up to smuggling sites, multiple soldiers will turn their guns on you. You will take damage. Consider calling in a different vehicle via the Black Market (the Poloma Renegade is good if you can access it right now) or start the mission with something both fast and armored.



You have just shy of five minutes to disarm those four bombs, so get going as soon as possible. As you pull up to the first site on the freeway's right side, a handful of soldiers step out to attack. Repel them with gunfire or grenades. Shooting the fuel drums shatters



shacks to kill the soldiers quickly. When the coast is clear, hack the bomb and then roar off to the next site farther up the road. If you need new wheels, there is a Makoto next to the bomb.

*Be careful while racing through traffic on a motorcycle. If you accidentally clip a truck at full speed, you'll be ejected from the bike and likely killed when you smack the pavement.*



## CAUTION

The third bomb is in a small temple to the left of the freeway. Blast through the soldiers as you close in on the temple, where you also find an armor part. Circle the temple with a close-quarter killing machine like the shotgun, and sweep the soldiers off their feet. When you have cleared out enough to safely make a run for the bomb, roll to it and quickly input the disarm commands. Jump back on your wheels (or use



the dirt bikes helpfully left at the temple) and then take off across the bridge to close in on the fourth bomb site.



The bomb site is on the bridge's other side, off to the right. Jump out of your vehicle and immediately start blasting. The explosions from popped fuel drums kill a few of the guards, but you need to smartly circle the site to clean out those who backed away when you aimed for the barrels. After eliminating the soldiers, diffuse the bomb to complete the mission and please Razman.

## Head of State

Tom Yee, one of Razman's business partners, was just forced off some of his prized land to make room for one of those gaudy Baby Panay statues. Razman wants to send a little gift to Yee to cheer him up: the head of the Baby Panay statue.

## Strategy

**Location:** Kota Pantai Kuala

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

## HEAD OF STATE



The Baby Panay statue is located in the town square to the northwest of the telephone, in the center of Kota Pantai Kuala. Pick up the rocket launcher Razman left behind for you, and then grapple up to the buildings overlooking the town square. Try to maintain a low profile at first, because this mission is easier if you start without any heat.

## LEGEND

- 1** Kota Pantai Kuala
- 2** Drop-Off Site



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TIP

The rooftop directly looking down on the statue has an armor part.

Once you are in position, blast the Baby Panay statue with the rocket launcher. It crumbles. The head rolls to the ground.



Use the remaining rockets to eliminate the soldiers who spring into action around the shattered statue. Just be careful not to shoot the parked Razorback. That's your ticket out of here.



Drop to the ground and fire your grappling hook at the statue head. Then dual-hook it to the Razorback. Once connected, you can drag the statue head behind the Razorback.



You need to drag the statue head to the Rumah Hartawan mansion on the waterfront to the north. Using the Razorback's cannon, blast the roadblock at the intersection that leads down to the beach. Steer through the wreckage and then cut to the right to power down to the waterfront. There are additional soldiers waiting for you at the mansion's front gate. Hammer the patrol with the Razorback and then drive around the back of the mansion.

To deliver the statue head, just pull into the courtyard. This ends the mission. Before leaving the mansion, be sure to grab the armor part next to the shack across from the courtyard.



Since you have the Razorback, you might as well go for 100-percent completion at the mansion. Drive close to the water and target the wind turbines along the beach to drive up the percentage. Then circle the mansion again to blast other assets and seek out additional parts and cash stashes.

## River Runs Red

Razman calls upon the services of Captain Singh and his boat the *Minerva* to carry contraband along the Rajang River. Singh is about to start another run to the Roaches' safe house along the river, but military patrols on the Rajang are at an all-time high. Escort Singh upriver to the safe house by manning the *Minerva*'s guns.

Prior to accepting Razman's call, destroy the gas station and fuel depots across the street to raise Chaos and increase your percentage at the site.



## Strategy

**Location:** Bandar Lengkok Sungai

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part



To meet up with Captain Singh, you must cross the Rajang River behind the village. Singh's *Minerva* is parked at the docks on the river's opposite side. You can easily cross by slingshotting off a rock or tree and parachuting over the waters. When you reach the boat, climb aboard and then stunt-jump behind the guns while listening to Singh describe the upcoming gauntlet.



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JUSTCAUSE2™

PRIMA OFFICIAL STRATEGY GUIDE

# RIVER RUNS RED



## LEGEND

- 1 Captain Singh
- 2 Floodgates
- 3 Floodgates



After you destroy the boats and the second chopper, Singh pulls up to the river's floodgates. They are closed. You must grapple to the top of the floodgates and locate the control panel.

Right away, you are assaulted by an attack chopper. Use the mounted gun to blast the chopper out of the sky. It's tough to hold your aim on the chopper, since it is moving and the water is choppy.



The onslaught continues as you speed upriver. Two government gunboats slip behind you, and another attack chopper drops out of the skies. Target the boats when you see them, but as soon as the chopper is in play, move to the skies and take that thing down. It is a far greater threat than the boats, since it can shoot over the gun's shielding.

## TIP

Slingshot through the air over the floodgates to sail right to the control panel with minimal resistance. Land on the cash stash near the panel to bank \$2,500.



There is at least one soldier guarding the floodgate controls. Gun him down and then hack the controls to open the gates. Next, you must cross back to the front of the gates (slingshotting works again) to access a second floodgate control panel. There are several fuel depots along the edges of the gates, but you need to help Singh right now. You can always come back and target those depots after getting Singh to safety.



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Once you open the second floodgate, parachute down to Singh and get back down behind the guns.



It doesn't take long for another attack chopper to swing overhead and unload with its miniguns. A gunboat also pulls behind you. Open fire on the boat as you swing the gun up to the sky to bring down the bird. As the *Minerva* plows her way to the next floodgate, continue blasting gunboats out of the water. Singh will tell you when it is time to get out again.

It seems the floodgates are open, but the military has positioned several sea mines in the water. You must set off these mines to clear a path for the *Minerva*. Singh suggests grappling to the top of the gates and stealing a vehicle. Drive the stolen vehicle off the edge of the gates and into the sea mines. Naturally, he'd prefer you jumped out of the vehicle first....



Steal the MV V880 military truck on the left side of the floodgates and carefully drive it along the narrow road.

LEGEND

1 Colonel's Mansion

Steer the truck up to the mines and then drive right off the edge. Jump out as soon as the truck loses purchase on the road.



Destroying the sea mines blasts open the back floodgate. The *Minerva* may now continue her journey upriver to the Roaches' safe house. There are no more obstructions to worry about, so Singh thanks you for your service and sends you on your way.

An Officer and a Hitman

A Panauan army colonel has killed one of Razman's associates. Naturally, this leads Razman to demand retribution: in blood. Razman charges you with locating the colonel at his mansion outside the village of Kampung Bunga Raya. You must first coax the colonel out of his mansion by tearing up the joint. Once the colonel shows his face, go to work proving yourself the best killer in Razman's employ.

Strategy

Location: Kampung Bunga Raya

Rewards: 5,000 Chaos, \$10,000, one weapon part, one vehicle part



AN OFFICER AND A HITMAN





Razman leaves behind a Makoto MZ 250 and a machine gun for the assault on the mansion. These tools work, but if you order up an attack chopper from the Black Market or steal one from a military base and bring it here, you can finish this mission in half the time it would take you on the motorbike.

## TIP

*If you don't have any triggered explosives, order some up from the Black Market. They make this mission run much smoother than relying on frags to destroy assets at the mansion.*

Drive to the colonel's mansion and then grapple to the rooftop, avoiding the guards out front. You can also slink around the back of the mansion and scale the smaller walls to access the garden behind the house. To draw the colonel out, you must destroy the four SAM batteries in the back garden.



Circle the SAMs in the backyard, planting a single triggered explosive on each unit. The resulting explosions are powerful enough to kill any guards unfortunate enough to be standing next to the SAM battery.



Grapple around the garden, clamoring up to the structures above the SAMs. Throw explosives on the batteries and blast them while dodging incoming fire.

## TIP

*There is a medical kit in the garden, but you have to brave a bunch of soldiers to reach it.*

When you blast the fourth SAM, the colonel steps out of his back door and raises a rocket launcher to his shoulder. Duck behind the domes on the garden structures to avoid the rockets. Between rockets, lean out and shoot at the colonel. If you have triggered explosives left, grapple to the house above the colonel and drop them around the back porch. Set them off to catch the colonel inside the blast radius and do significant damage. The mission ends when you eliminate the colonel.



Now, remember we said that an attack chopper makes this mission a breeze? You must be a good pilot to blast the SAMs without being shot out of the sky. You cannot hold still while circling the back garden. Use the guns to hammer the SAMs, but always be moving. Whenever you see a missile leave a battery, swerve hard and either gain or lose altitude. Those actions together will prevent you from getting smashed by a missile.

When the colonel steps onto his porch, you can lay him out before he gets his second rocket off.



## Information Highway

The government's antigang task force is targeting the Roaches again. Razman knows the task force is about to launch a major operation, but he doesn't know where. One of the task force officers is around the village of Kampung Orkid Riak. You must hijack the officer's vehicle and download the attack plans.



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*This is a short mission: The officer drives fast, and if you do not catch him right away, the mission ends in failure.*

NOTE

## Strategy

**Location:** Kampung Orkid Riak

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

## LEGEND

1 Kampung Orkid Riak



Razman leaves behind a Hamaya motorcycle at the telephone site. That's a perfect vehicle to hunt the task force officer, since it is fast and has excellent maneuverability. Jump onto the bike and roar after the officer, who is speeding northbound on the road leading away from the village. You cannot waste any time!

*If you don't shoot up the gas pumps before accepting the mission, don't worry about the gas station at the telephone site after making the call. You can come back later to finish off your chaos.*

NOTE



The officer is in the middle vehicle in the convoy. Race past the rear vehicle and stunt-jump to the truck.



Dance around the truck, shooting all of the guards who pop out of the doors. From the roof, you need to drop to the front grille to target a thug

and then retreat to the rear to blast another. When no more guards remain, the Enter command pops onscreen. Roll down to the driver's side door and smash his face until he releases the wheel. You throw him out and take control of the truck.

## TIP

*If the other vehicles are giving you too much trouble, grapple to them and shoot the guards hanging out of the doors. Remember, while dealing with the driver of the officer's car, you are a sitting duck.*





As soon as you have control of the vehicle, the download begins. Now, peel away from the convoy and put as much distance between you and them as possible. Make a hasty U-turn and drive away from the convoy. They will give chase, but if you steer through the trees or a roadside attraction, you can lose the convoy long enough to complete the download and finish the mission.



Razman leaves you a Hamaya motorcycle to race up to the base. If you don't have an attack chopper, this will at least get you through the front gate; however, a chopper will let you bypass all ground defenses and circle the site, hammering the silos from the safety of the air. All you need to do is dodge SAMs until you can target the batteries and knock them out of commission.



## Offensive Action

For years, Razman has been bribing the officers at the Pulau Dongeng military base to make them turn a blind eye to his smuggling operations on the Selatan Archipelago. Too bad one of the officers decided to double-cross Razman. The Roaches' boss tasks you with infiltrating the base and destroying several valuable silos to punish the traitor and send a clear warning to the others he has bribed.

## Strategy

**Location:** Pulau Dongeng Base

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



When you enter the base, consider trading the Hamaya for a truck or a jeep—something with armor.



When you reach the base's main gate, kill the soldier manning the mounted weapon. For some impressive firepower, rip the minigun off the mount and carry it into the base. It makes short work of the silos.

## TIP

There are multiple assets on the base to destroy for chaos, including a huge radio mast.



## STRATEGY

1 Pulau Dongeng Base



Triggered explosives are also good for blowing the silos. Just make sure you are far enough back from the silo that you aren't caught in the blast—20 meters should do the trick.



You must destroy five silos. Keep moving to the north through the base. You reach a ledge looking down on two silos. A machine gun or assault rifle tears through the silos, as does a triggered explosive. Work fast to destroy the silos, but always be mindful of your surroundings. Soldiers are continually coming out of the shadows to cut off your efforts. When you spy several soldiers moving around a silo, though, use the silo explosion to eliminate all of the ground forces in a single blast.

The fifth silo is to the east, at the end of a long row of fuel depots. There is a cash stash and a small box of triggered explosives near the fuel depots. Grab the goodies and then make a run on the fifth silo to complete the assignment.



An attack chopper is a great tool of destruction here, but watch out for two SAM batteries. They are against the west edge of the base, near the water. They are tough to spot at first, so circle around the base while changing altitude to avoid the missiles and zero in on them. Once those SAMs are down, the silos are ripe targets.

Alternately, there is a Razorback to the south of the first silos. It limits your maneuverability, but the armor will keep you safe from incoming soldiers while you drive up to each silo.



## O Panay Redentor

Baby Panay cannot stop erecting statues of himself around Panau. The newly installed statue at the top of Carcavoda Mountain in the Selatan Archipelago is so garish that it has depressed local businesses—businesses owned by the Roaches. Razman wants you to fly up to the mountain and destroy that offensive statue.

### Strategy

**Location:** Carcavoda Mountain

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

#### STRATEGY

- 1 **Carcavoda Mountain**
- 2 **Drop-Off Site**

### O PANAY REDENTOR







Razman gives you an SMG at the start of the mission. That's a nice gesture, but far more appreciated is the H-62 Quapaw on the wooden helipad next to the telephone booth. Jump in the cockpit of the chopper and take to the skies, flying straight to the eastern peak, where the Panay statue casts an ill shadow.

Now, the Quapaw is a transport chopper; it is not an attack chopper. So, when you reach the mountain, you must land and attack the statue with your other tools, such as triggered explosives or frags. There are triggered explosives near the medical kit behind the statue.



The statue site is crawling with soldiers. Blast through the soldiers surrounding the statue, using the cargo containers as cover.



Next, destroy the statue with explosives or rocket fire. You need to shatter it.

Razman has a quirky sense of humor. He thinks the head of the statue will make a great present for one of his captains. You need to deliver the head to the captain's house. To get the head off the mountain, dual-hook it to the Quapaw on the helipad next to the statue. (There is a second chopper up here, just in case your first is lost.) Once dual-hooked, take off. The Quapaw is powerful enough to lift the stone head into the air.



Now, get some altitude to avoid any ground fire and then fly east. The drop-off point is just under two kilometers away from Carcavoda Mountain. If you get some good height, nobody will bother you once you escape the mountain. Just fly the head down to the drop-off site, and lower it into the marked area to complete this small mission.

## Stop the Press

A Singaporean journalist is writing an article about corruption in Panau. You cannot have an article about corruption without mentioning the Roaches and Razman. Razman has attempted to bribe the journalist, but he rebuffs the ganglord's efforts. So it's time to play hardball. Razman wants you to seek out the journalist and convince him to give up the story—by killing him, of course.

## Strategy

**Location:** Pekan Kesuma

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



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LEGEND

1 Journalist



Before taking the mission, destroy the Baby Panay statue in the village and eliminate the local colonel: Colonel Rakyat. Both actions bank significant Chaos and cash.



Razman hands over the keys to a brand-new MTA Powerrun 77 speedboat at the docks of Pekan Kesuma. The boat is armed to the teeth, perfect for showing the journalist that while the pen is mightier than the sword, neither stand up to a machine gun. Jump behind the wheel of the boat and speed off for the journalist, who is now marked on your map.



The journalist flees as soon as he spots you. You must chase him around the waters of the archipelago, letting loose with a torrent of gunfire. It is difficult to get a clean shot off with all of the chop, so fire any time you move the crosshairs within 200 meters of the journalist's boat.



Of course, there's always the attack chopper solution. The journalist cannot hide from you if you are raining death from above.

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# ULAR BOYS

The Ular Boys are a ragtag group of nationalists determined to restore Panau to its glory before the rise of modern government and all of its corruption. Led by the charismatic Sri Irawan, the Ular Boys seek to wage a campaign of terror against the government to show the people that they are more than capable of leading their own lives without the interference of pencil pushers and an expensive military.

## Bridging New Contacts

One of the Ular Boys' undercover operatives has been compromised. The operative is currently hiding around the Swawh River delta to avoid the military. Sri needs you to locate the operative and get him to the nearby Lembah Delima Airport so he may be safely extracted from Panau.

Prior to accepting the mission, scour the longhouse for armor, vehicle, and weapon parts.



## Strategy

**Location:** Bandar Jeti Batu

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Sri leaves you an SMG and Makoto MZ 250 motorcycle at the start of the mission. You must use the bike or any other vehicle that passes through the village to chase down the operative, who is approximately 500 meters east of the telephone.



The operative is in the middle of the bridge, surrounded by soldiers. Circle the firing squad and lay into them.

### TIP

Grapple the first soldier you spot to pull him away from the operative. The operative has some armor but cannot withstand too much damage.



Once you save the operative, jump behind the wheel of his Dalton N90 pickup truck. The operative leaps into the passenger seat. Drop the gas pedal and continue

### LEGEND

- 1 Operative
- 2 Lembah Delima Airport





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Taking Candy from a Millionaire

Shakedown

Taking Care of the Dishes

Save the Forest

Fender Bender

Be Quick or Be Dead

across the bridge, outrunning the pursuing soldiers. If a soldier pulls alongside you, run them into the bridge's guardrail to send them flying into the void.



When you are 1.35 kilometers from the checkpoint, you encounter a roadblock. Steer around the roadblock, grazing the guardrail to avoid the barricades.

If the pickup starts to smolder, you need to bail as soon as possible. If the truck explodes, both you and the operative perish. There are plenty of cars on the roads to steal. If you are feeling particularly brazen, nab one of the trucks used by the soldiers pursuing you and continue your dash for the airport.



*The airport is home to Colonel Perang Lee, one of your 50 military targets. Don't engage him, though, until dropping off the operative.*

NOTE



To end the mission, pull up to the drop-off site next to the personal planes. Remember this airport—you can always find great aircraft here for crisscrossing Panau.



In fact, why not take a Cassius right now and fly off to your next mission in style?

# Siphoning Gas

The Ular Boys have been siphoning away government-owned diesel for years. Panay's thugs only recently realized what Sri's gang has been up to. You must locate the nearby series of laptops and download data to determine exactly what the government has on the Ular Boys and transmit it back to Sri.

## Strategy

**Location:** East Tanah Raya

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Sri leaves you an SMG and a Boyd Fireflame 544 (a classy ride) at the start of the mission. The car has plenty of pep, which will get you to the first laptop site in no time. The laptop is 400 meters away from the telephone, so get behind the wheel and hit the gas. As you pull alongside the pipeline where the first laptop is located, veer to the left and drop down the embankment.



## LEGEND

- 1 Laptop
- 2 Laptop
- 3 Laptop



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**TIP**

*There is an armor part to the west of the laptop, behind the skinny building.*



You must eliminate the government stooges attending to the pipeline so they cannot interrupt your hack.



Once you complete the hack, you must race off to the second laptop, which is to the southeast. If you cannot recover the Boyd Fireflake, use the workers' Shimuzu ATVS5T. Take off across the prairie and continue moving in the shadow of the pipeline to locate the next laptop. You will cross a freeway to get there, so be mindful of traffic so you're not banged up in the process.

There is another armor part at the site of the second laptop, located on the balcony of the house.



Repeat the process from the first laptop, cleaning out the workers so you have free access to the laptop. Follow the hacking commands and stick around while the data is transmitted.



It is likely that reinforcements will arrive while the data is downloading, so stand your ground and pick off the intruders before they can even get out of their vehicle.



The final laptop is farther southeast. Cut through the trees to make a beeline for the site. While driving through the trees, you will shed some of your heat. If you linger a little and lose the heat while in the trees, you decrease the chances for reinforcements at the third laptop site. There is no timer on this mission, so take your time while driving and lose the heat.



The final laptop is located at the Kampung Bunga Mawar harbor along the coastline. There are lots of assets to destroy at the harbor, such as fuel depots, but you must prioritize

the laptop for now. Those fuel depots aren't going anywhere, and you can bash them for extra chaos as soon as you finish the mission. Move through the harbor, gunning down Panay's thugs as they appear out of the shadows. The laptop is directly under the pipeline, surrounded by three or four soldiers.

After you complete the hack on the third laptop, the mission ends. You are now free to tear up the harbor and generate some Chaos. The flak cannon on the water's edge is perfect for ripping apart fuel depots. Don't forget to scour the harbor for cash stashes and parts, too.





# Fry Me to the Moon

Baby Panay takes great pride in the Panauan space program, particularly its ability to launch satellites into lower orbit that allow the dictator to control all media transmissions and to run a complicated surveillance program that monitors the entire island. Running a space program isn't cheap. The cost of keeping it running for a single day would feed all hungry mouths in Panau. The Ular Boys want this program dismantled.

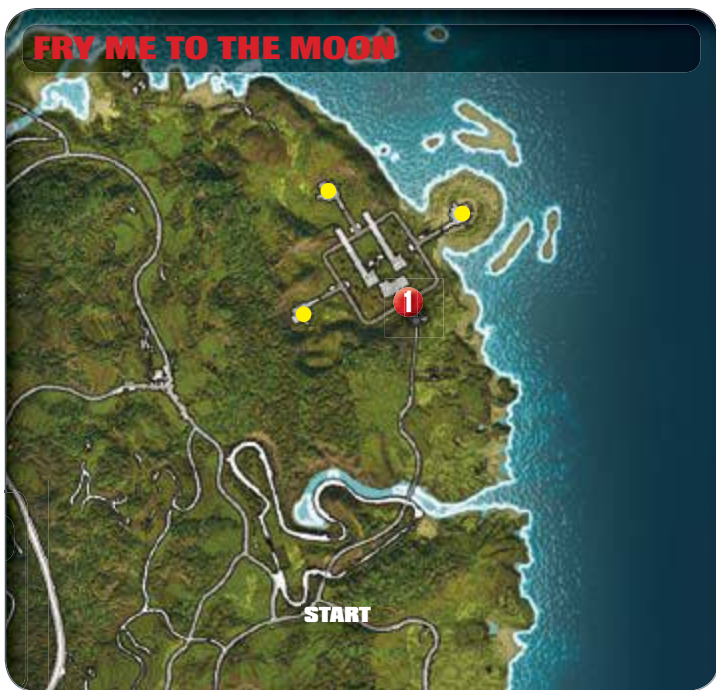
## Strategy

**Location:** Panau Space Center

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part

### LEGEND

- 1** Panau Space Center
- Satellite



At the beginning of the mission, Sri leaves you a crate of triggered explosives and a Madox FVA 45 buggy. Grab the explosives and then jump into the buggy. The space center is to the north of the telephone. As you roar into the base, smash through the security gates and bypass the troops who open fire. They cannot keep up with you in the speedy jeep.

Your goal is the three rockets currently on the launch pads around the space center. You must ascend each launch tower and plant an explosive on the satellite housed in the rocket's nose cone. (Alternately, you can shoot the satellite, but the triggered explosive is much faster.) Parachute over the space center's main buildings and close in on the launch pads.



## TIP

There is a Baby Panay statue at the space center. Following the mission, destroy it to bank cash and Chaos.



There are two ways to climb the towers. You can use the stairs and grapple up the side of the tower—or even the rocket itself.



Each tower is guarded by several soldiers. You must eliminate everybody who stands between you and the rocket. Grapple the soldiers to yank them off the buildings or dual-hook them to the ceilings for pinata kills. You will also find a medical kit on each tower, located on the same floor as the satellite.



REAPERS • ROACHES • ULAR BOYS

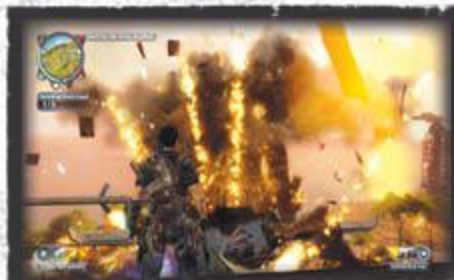
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When you reach the satellite, either open fire or lob a pair of triggered explosives on it from the tower. (You can also drop a frag right in the "cup" around the satellite.



It requires two triggered explosives to destroy each satellite. You will find extras on the launch towers.



After destroying the first satellite, Panay initiates the launch sequence for the other rockets. You have ten minutes to finish the mission.

**NOTE**



Use your parachute to cross between the towers. Keep an eye open for attack choppers circling the site. If you see one, grapple to it.

As soon as you hijack a chopper, gain altitude and bank left or right. There are SAM batteries around the space center that fill the air with missiles if you are spotted stealing a government helicopter.

**CAUTION**

An attack chopper's guns ruin a satellite in seconds without exposing you to the dangers of soldiers on the rocket towers.



Sri begins to congratulate you after you destroy the third satellite, but he stops short when noticing a fourth rocket gearing up for takeoff. Panay had a hidden satellite. And the rocket that will propel it into the heavens is minutes away from launching. You must steal a Si-47 Leopard fighter jet from the space center and use it to target the rocket before it leaves the atmosphere. The plane is now marked on your radar, located inside a hangar at the end of one of the twin runways that cross the site.

Enter the hangar and neutralize the soldiers guarding the plane. Then, hop in the cockpit and punch the engines. You need to be airborne.



As soon as you can line up your guns, open fire on the rocket. Keep firing as you fly after the rocket. You do not have much time before it reaches the edge of the atmosphere. Track the rocket as it thrusts into the sky. Steadily bank up with it so you don't swing your guns too far away. The rocket is moving fast, and if you lose the target, reacquiring it may eat up too much time. Stay on the rocket, firing until it explodes. This ends the mission.

Since you have the jet, take it for a spin around the island. Fly under bridges, soar low over villages, or perform a skydive from the edge of the atmosphere.



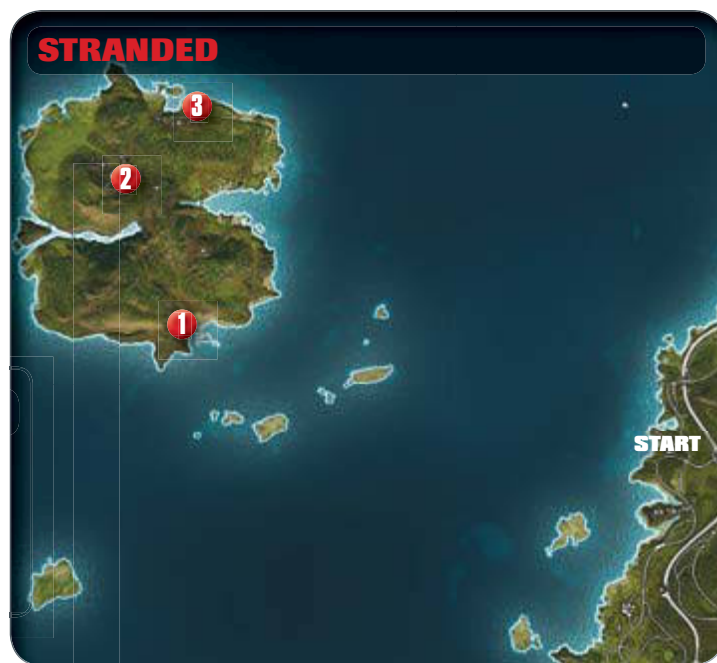


# Stranded

One of the Ular Boys' delivery planes has been shot down over a supposedly uninhabited island off Panau's northwest coast. That plane contained important cargo. Sri would like you to pilot a plane to the island, which has been shrouded in mystery since the end of World War II. Legends say the island is home to ghosts and demons, which is why nobody from the faction or even the government will go there. You must brave the island and discover what happened to the plane.

## LEGEND

- 1 Smoke Signals**
- 2 EMP Device**
- 3 Pick-Up Site**



*The base where you start this mission is home to Colonel Rany Kiandee. There is also an oil pipeline on-site you can overload for additional cash and Chaos.*

**NOTE**

## Strategy

**Locations:** Teluk Permata and Hantu Island

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part



As soon as the mission begins, rush to the small Peek Airhawk 225 personal plane on the runway of the air base. The island is almost seven kilometers away, so waste

no time getting the plane off the ground and over the ocean. As you fly toward the island, Sri fills in on the details of the mission. The shipment is drugs, which is worth a lot of money. You must recover the contraband and then drive it to the small island's beach, where Sri will pick it up.

As you close in on the island, you see smoke signals. Those must be from the downed pilot. But that's not the only odd phenomenon on the island. A giant



tower sticking out of the jungle begins to spark and crackle. A bright flash lights up the sky, killing your plane's engine. Jump out of the plane before it plummets into the side of the island.

Parachute to the ground and investigate the smoke signals.



The downed pilot was indeed the source of the smoke signals. He is happy for a rescue. The pilot tells you that the island is actually

home to a fantastical machine created by ancient Japanese soldiers who still believe the war in the Pacific rages. The tower releases an electromagnetic pulse that knocks out the engine power of any plane or helicopter that attempts to land on the island. That was the crackle that killed your Peek Airhawk's engine. The pilot asks that you escort him to the site of the lost cargo. Jump in one of the parked Fengding trucks. The pilot crawls into the passenger seat.





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Drive along the old dirt road to the northern end of the island to locate the cargo.



Jump off the generator and slingshot via the central tower to reach the other generator.



Wind around the catwalks that circle the generator, blasting the old soldiers.



When you reach the cargo, the pilot hops out of the truck and starts loading the crates. While he attends to the cargo, you must disable the tower. The first task is to destroy the power generators that juice up the EMP device. Before heading out to the closest tower, pick up the armor part near the cargo. Then, jump off the edge of the rock and open your parachute to sail toward the towers.



Grapple to the side of the towers and reel yourself in.



As soon as you disable the second generator, you must ascend the central tower to destroy the EMP device that will prevent Sri from picking up his missing shipment.



Use your grappling hook to climb up the sides of the tower, latching on to the platforms that stick out of the device.



There are several ancient Japanese soldiers on each tower. They are armed with rifles. Systematically clear out the soldiers from the towers. Use your grappling hook to yank the old soldiers over the railing or fling them into the night. If you run out of ammunition, seek out the SMG in the crate near the top of the tower. To disable the generator towers, hack the control consoles on the top floor. You must neutralize all nearby soldiers to complete the hack; otherwise, you'll be shot in the back while trying to input the onscreen commands.



Halfway up the tower, you must work through three floors of Japanese soldiers. The soldiers are armed with rifles and shotguns. They circle the tower, opening fire whenever they spot you. There is a medical kit on the lowest floor, so if you get too low on health, hit that box to restore lost stamina and stay in the fight. In addition to a medical kit, you will also find parts, such as a weapon part, on the middle floor.



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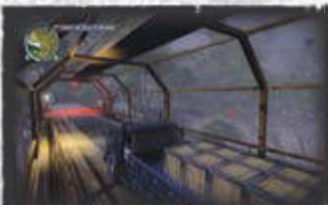
From the third floor of the midpoint, you can grapple up to the actual pulse generator atop the tower.



Cut through the pack of soldiers surrounding the pulse generator, and then open fire on the device itself. It crackles and pops with each bullet. If you have frags or triggered explosives, use those on the generator. Once you've destroyed the generator, leap off the tower and parachute back to the pilot, who has finished loading the cargo.

*There are parts on the tower, such as weapon and vehicle parts. You can either collect those now or come back after finishing the mission.*

NOTE



The pilot has loaded eight crates of contraband into the truck. You must reach the island's northern beach with at least three crates. Follow the road to the north as it stretches across a canyon via a bridge. Don't slow down for soldiers who attempt to ambush the truck. The pilot will hang out of the passenger door and return fire, but if you park and get out, you risk losing the shipment.

When the stormy weather clears up, expect increased resistance, such as soldiers on motorbikes that flank the truck. Steer them into rocks, trees, and concrete blocks along the road.



As you close in on the beach, look up to spot an attack chopper you can steal to escape the island after completing the mission.



Drive the truck through a roadblock and down to the beach where a transport chopper is waiting. As soon as you drive beneath

the Ular Boys' chopper, the mission ends. You can now either escape the island with the attack chopper located back up the road or explore the island to seek out hidden cash stashes and parts (use the chart in Chapter 5, Exploring Panau, to get the exact coordinates).

## Mercenaries Must Die

The government has contracted a skilled mercenary to lead a new antigang unit and hunt down the Ular Boys. Sri wants you to assassinate this mercenary before he can eliminate any Ular Boys or their associates. The antigang training camp is located at the Banjaran Gundin military base not too far from the telephone you used to accept the mission.

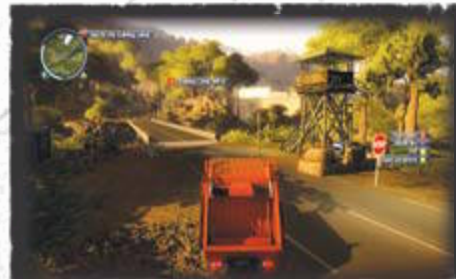
## Strategy

**Location:** Banjaran Gundin Base

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

After you accept the mission, Sri leaves behind an SMG but not vehicle. No matter, this is a busy area, and you can hijack any car

or rig to drive to the military base and locate the mercenary. The Niseco Tusker dump truck parked near the gas station is heavily armored, making it as good as anything to break through security at the base and zero in on the mercenary.



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## LEGEND

### 1 Banjaran Gundin Base

## TIP

The mounted weapon at the front gate can be detached and carried into the base. This will really slow your progress, but that minigun ventilates the mercenary within seconds if you survive the slog to the training camp.



The military base is enormous and features many assets to destroy after completing the mission. Drive to the training camp, which is to the south.



The training camp is located among the trees. The mercenary is in the middle of the camp. There are several concrete walls in the courtyard between the small buildings that flank the camp. A sniper in a guard tower stands over the site. As you approach the camp, expect several soldiers to spring into action to defend the mercenary, including the shooter in the tower. While your main target is indeed the merc, you cannot ignore the other soldiers. They will surround you in an attempt to cut you down before you get too close to the mercenary.

## MERCENARIES MUST DIE



## TIP

There are several guns around the camp, including an assault rifle in a crate by the camp's northern entrance.

Circle the camp, plugging the soldiers to get close to the merc, and open fire. If you have frags or triggered explosives, throw them at the mercenary while targeting the soldiers.



Though it requires you to get dangerously close, the shotgun is very effective at eliminating the mercenary.



## TIP

There is a Maddox with a mounted gun near the base entrance, too. If you drive it to the training camp and park near the mercenary, the mounted gun will slice through him in no time.



# One Deadly Sin

Councilman Panut is a well-respected politician—one of the few left in Panau. Panut refuses the accept a bribe from the Ular Boys. In return for this rebuff, Sri wants him dead. Every morning, Panut takes the same route to work, along the Panau City Highway. Use this intel to target the councilman and bring him down for Sri.

## LEGEND

**1** Politician's Limo

## Strategy

**Location:** Panau City

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Sri gifts you an SMG and a small Rowlinson personal chopper at the start of the mission. Use the copter to ride above Panau City and track Palut as he weaves his way through traffic en route to work. The councilman is tough to miss: He's being shuttled in a candy-apple-red limo.

This Rowlinson has been upgraded with machine guns. As soon as you spot the limo, swing low and unload into the car. Within seconds, the limo explodes, killing the councilman and ending the mission.



## ONE DEADLY SIN



*Don't take too long to follow the limo, or you risk an interception by a government attack chopper.*

## CAUTION

## Rico's Day in Court

The Ular Boys are fearful of an upcoming trial in Panau City that could have serious repercussions on their affairs. Sri hatches a plan to stop the trial: All of the witnesses for the prosecution must be convinced to not show up for the trial. A bullet in the brain should do the trick.

## Strategy

**Location:** Panau City

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

When the mission begins, take the sniper rifle Sri left behind. You need it to assassinate the two witnesses for the trial. Once



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## RICO'S DAY IN COURT



### LEGEND

#### 1 Witnesses

you have the sniper rifle, you must situate yourself in a perch above the witnesses in a plaza. Use your grappling hook to pull yourself across the rooftops of the buildings between you and the witnesses.

The rooftop you want is approximately 100 meters from the witnesses. Note that there are soldiers on the other rooftops in the plaza. They will act as soon as the first shot rings out.

Zoom in on one of the witnesses and take the shot. This causes the other to scatter. He immediately starts running for the courthouse. You must stop him before he reaches the courthouse or the mission ends in failure.



Before dropping down to street level to cut off the witness, fire the sniper rifle one last time. Lead the witness as he runs through the street. If you pull the trigger just as the witness runs through the center of your crosshairs, you can cut him down right away. However, you must hurry, since the snipers on the other rooftops are now looking for you, and you weren't exactly that sneaky.



Should you miss the witness with your second shot, immediately jump down the side of the building and take off after him. The witness runs through the park on his way to the courthouse. Run alongside him and open fire, ignoring the shots from the soldiers. You can deal with them as soon as you neutralize this witness. Because the witness lacks armor, it takes only a few shots to put him down.



## Above the Law

The Ular Boys are in the final planning stages of an attack on one of Panau's biggest corporations. Sri needs you to put the plot into motion by ascending to the top of the corporation's skyscraper in downtown Panau City and running interference while a hacker breaks into the network and downloads company secrets.

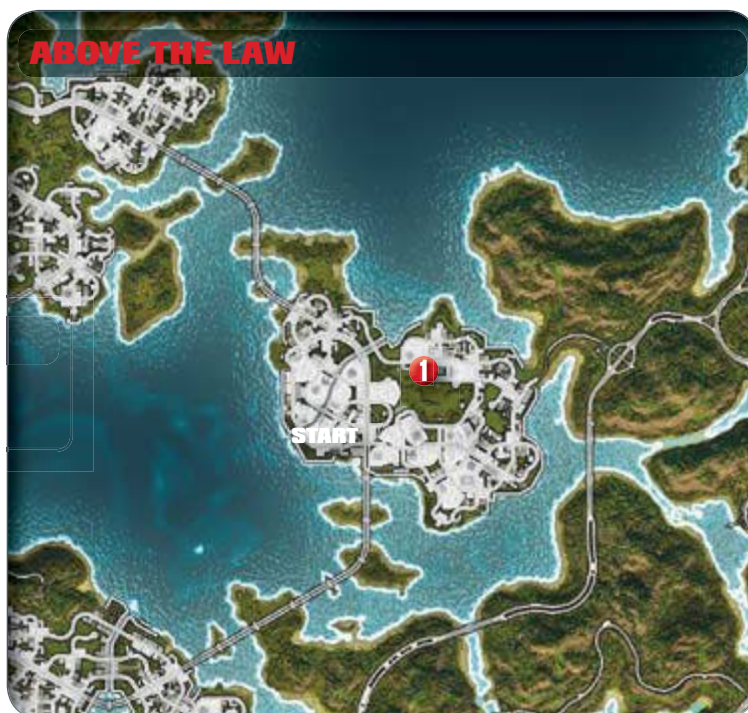
### LEGEND

1 Hacker

### Strategy

**Location:** Panau City

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Sri is quite the gift-giver at the start of this mission. He leaves behind a rocket launcher and a Rowlinson personal copter. Take the launcher and then pilot the copter

to the top of the building. The hacker is already in position and ready to initiate the download as soon as you land on the roof to offer protection.

### TIP

*On the roof of the building is a UH-10 Chippewa attack chopper equipped with twin guns. You may wish to use that to ward off military attacks instead of using the rocket launcher.*

The hacker will not begin his download until you land, so place the Rowlinson down near him and get out. As soon as you land, though, several soldiers rush the rooftop.

Use the rocket launcher to blast them off the building. Or, to save rockets (however, there is another launcher on the rooftop), use your single-handed guns or grappling hook.



When the last of the soldiers is dead, the hacker starts his work. Climb on the catwalk overlooking the city and wait for the first chopper to move into position. Open fire. A direct hit from your launcher is enough to send the chopper on a death spiral to the ground.



Standing on the ledge and using the launcher to hold back the choppers is dangerous, though, since you are exposed. This mission is much easier if you instead land on the roof next to the attack chopper you saw on the way in. To start the hack, look down and blast the soldiers on the roof with your rocket launcher. Then, jump in the Chippewa and fly above the hacker's ledge.





If you maintain a height advantage on the scene, you can dominate the other choppers. Use your radar to track incoming military choppers and circle the building to target them with your mounted guns. From above, it doesn't take long to dismantle the rotors and send the enemies crashing to the streets below. As soon as the download finishes (the completion bar is beneath your radar), the mission ends. Use the chopper to either reach your next mission or fly over government sites and blow up assets like fuel depots and broadcast towers.

## Pulling a Jeremy

A local government official has developed a serious drug addiction, and the Ular Boys are using it to ply the officer for information about Panay's affairs. Sri needs you to report to Bandar Naru Indah and pick up the official. Then, escort him to a safe house where Sri can debrief him.

## Strategy

**Location:** Bandar Naru Indah

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Bandar Naru Indah is to the northwest of the telephone where you accepted the mission. The informant is hiding behind some shacks, ready for an incoming attack.

As soon as you reach the informant, he acknowledges you and will follow you.



### TIP

*If you have the chopper from "Above the Law," this mission is a snap. Just land near the informant, pick him up, and fly over the attacking soldiers to reach the safe house.*



The village is under attack from several soldiers that have grown wise to the official's betrayal. Move ahead of the official and target the soldiers as they rush through the village. The official cannot take as much damage as you, so you must draw fire away from him. After pushing back against the initial wave of soldiers, take one of the vehicles around the village for a getaway car. The Maddox jeep is a great choice, because it has a mounted weapon that the official will use.

### PULLING A JEREMY



### LEGEND

- 1 Official
- 2 Drop-Off Site





The soldiers attack in waves. Sri calls out the direction the groups of troops are coming from. The first group moves in from the east. They run together, so roll frags at the troops or use triggered explosives to blow them to pieces as they attempt to rush the temple hill.

The next wave attacks from the south. In addition to soldiers, you must fight off two trucks. Each truck is armed with a mounted weapon. Use your grappling hook to yank the gunners out of their perches. Lob frags down the hill to blow up the approaching soldiers and the vehicles.



The third wave approaches from the north. The soldiers are backed up by two armored vehicles with mounted guns. You must thin the herd with grenades or triggered explosives; otherwise you risk being overrun by their superior numbers.

Duck behind the rocks and lob frags down the hill at the trucks. If you blow up one of the trucks, the resulting explosion kills every soldier standing near the vehicle.



After repelling the third wave of soldiers, the mission ends and Sri pays out the promised reward. This mission is easier if you have an attack chopper, stolen from an airbase, since none of the vehicles have rockets. You can just circle the temple and hammer them from above. However, if you do employ an attack chopper to clear the temple site, be ready for the government to answer with one of their own at some point in the battle, since they typically like to fight fire with fire.

## Taking Candy from a Millionaire

Sri admits a passion for fast cars and covets the collection of millionaire Tom Gunawan. The Ular Boys' leader wants you to infiltrate the millionaire's garage and steal one of his race cars. Once you steal a car, you must bring it to a gas station outside the Jalan Gunung village in one piece.

There is an oil pipeline near the telephone site for this mission. Sabotage it to bank cash and Chaos.



## Strategy

**Location:** Jalan Gunung

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



Sri leaves behind an SMG and a Makoto motorcycle. The motorcycle is fast and capable of weaving through traffic, but since you are likely to draw government attention during this mission, you may wish to trade up to one of the civilian cars speeding down the highway.

If a military jeep or motorcycle attempts to intercept, run them off the road or nudge them into a telephone pole.







The drop-off site is almost two kilometers to the northeast of the village.



As you cross the bridge close to 1.3 kilometers away from the drop-off, steer to the left or slip through a roadblock.



The drop-off site is a long, skinny building on the highway's right side. Just slide in next to the parked Maddox to deliver the official.

## Holy Smoke

The Ular Boys are using the Lelaki Temple on Pulau Kejantanan to stockpile opium. However, the military has learned of this illegal activity and is sending a patrol to destroy the opium silo. Sri needs you to report to the temple and repel the attack.

### Strategy

**Location:** Lelaki Temple

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

#### LEGEND

1 Silo



Sri leaves behind an SMG and a Shimuzu Tracline ATV for reaching the temple. The ATV is useful, because you must go off-road to access the temple, which is west of the telephone. Hop on the ATV and zip through the trees, outrunning the soldiers who are on your trail the moment the mission begins.

#### TIP

*Steer close to rocks and trees to lure soldiers into accidentally wrecking their rigs when they attempt to drive alongside you.*

When you reach the temple, you have a few moments to gear up. There is an assault rifle near the opium silo as well as frag grenades.





## LEGEND

1 Car

2 Drop-Off Site

## TAKING CANDY FROM A MILLIONAIRE



When you close in on the race car, get ready to make a stunt jump. Get right up next to the race car and jump up to the roof of your car; then, either grapple to the new ride or stunt-jump right into the driver's seat if you are just a few feet away.



As soon as you seal the car, punch it. The drop-off site is actually quite far away, and the car has little armor. You cannot lollygag and trade paint with military vehicles.



Pull off the freeway when you reach the overpass, and turn north to access a winding road that leads up to the village.

Make a right turn at Pekan Pinggir Jalan, directly in front of the line of fuel depots.



Use the hand brake to swing around the gas station at the village and deliver the car to the drop-off site. The gas station is under attack by government forces, so hop out and join the Ular Boys in repelling the troops. After eliminating the attackers, turn your fire on the gas pumps and nearby fuel depots to rack up some Chaos.



## Shakedown

A Panauan businessman named Fooi Sheh owes the Ular Boys a great deal of money but has defaulted on his payments. This cannot stand, lest other debtors get the impression the Ular Boys can be rolled. Sri wants you to intercept a shipment of Sheh's goods near Canabg and destroy them. Perhaps this will teach Sheh (and anybody else, for that matter) not to let debts to the Ular Boys go unpaid.

### LEGEND

1 Convoy

## Strategy

**Location:** Kuala Geneng

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



The weapons crate Sri leaves behind contains triggered explosives. Grab them and then hop on the Hamaya Y2505 motorbike also left for you to use in this mission. There are three vans you must chase down, each approximately 230 meters from the telephone at the beginning of the mission. However, as soon as the mission starts, these vans pull to the north to travel along the shipping route.

The vans move in a convoy. You have ample chance to drive alongside them and then either stunt-jump to them or grapple to the rooftops.



There are multiple ways to destroy the shipments. You can either throw triggered explosives on the vans as they slow to move through traffic, or you can hijack the vans

and then pull off to the side of the road and use any number of means to blow it up. If you hijack the van, be warned that each vehicle has a single guard in the passenger seat who will lean out and open fire.

**Only one triggered explosive is needed to destroy each van.**



*As you ruin the vans, heat increases. Expect soldiers on motorcycles and in jeeps to flank the vans in an attempt to take you down.*

**CAUTION**



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Alternatively, you can handle this mission by air. If you have access to a chopper in the Black Market (either the Sivirkin attack chopper or the upgraded Rowlinson), take to the skies right after accepting the mission and track the van convoy. With not much armor on the vans, you can blast them off the road within seconds.

Using an attack chopper in this mission often prompts the military to send in one of their own. By the time it intercepts you, though, the three vans are already wrecks on the highway.



# Taking Care of the Dishes

The government is having good luck tracking and disrupting the Ular Boys' smuggling operations—too good. Sri has discovered that the government is using a powerful satellite dish in the mountains to coordinate with eyes in the sky to monitor the shipments. In addition to destroying the dish for the Ular Boys, Sri wants you to locate Lee Ho Fook, a businessman stationed at the dish site. Fook stole a shipment of Ular Boys' contraband and sold it for personal gain, giving some of the proceeds to Macau gangsters. Eliminate him for Sri.

## Strategy

**Location:** PAN MILSAT

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part

At the beginning of this operation, Sri left behind an SMG and a Hamaya motorcycle. If you do not have another vehicle (such as a chopper), jump on the motorcycle and race up the winding mountain roads to the MILSAT site.



The PAN MILSAT site is enormous. Once you reach the dish, you must travel to two control panels that flank the dish. Hack each panel to open the dish. Unless the dish is exposed, you cannot destroy it. The control panels are in towers marked on your radar as soon as you access that dish site.

## TAKING CARE OF THE DISHES



### LEGEND

**1 PAN MILSAT**

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The dish is guarded by dozens of soldiers. If you steer clear of the soldiers at first, you will not generate any heat and can access the first tower without much difficulty.



The entrance to each tower is facing away from the dish, on the street-level floor.

**NOTE**

**TIP**

There are medical kits on each tower, located next to the entrance door.



Inside the tower, run downstairs and hack the control panel. This starts the dish-activation process. But now you must cross the dish to access the second tower, and your hack job just alerted the soldiers.



Hacking the first panel also flushes Fook out into the open. The businessman is waiting for you outside the first tower, flanked by several soldiers. Fook is carrying an SMG and unloads as soon as he spots you. Use the door to the tower as cover while targeting Fook.

Fook bails when you attack, running for a nearby truck. He dives behind the wheel if you do not nab him with your grapple hook. If Fook gets in the truck, you must hijack the vehicle to throw him to the pavement and continue your assault.

You must eliminate Fook in order to continue the main objective of this mission: ruining the satellite dish.



Use your parachute to slingshot across the center of the dish and avoid a great number of soldiers moving along the outer road.



**TIP**

There is a cash stash at the bottom of the stairs leading away from the second control panel.



Slip inside the second tower to access the control panel. By this point, the soldiers have called in an attack chopper. The chopper circles the dish. The pilot can see inside the tower via the window above the panel. If you attempt to access the panel, the pilot opens fire. So, wait until the chopper is facing away from the window as it makes one of its wide turns to circle the dish, and quickly input the hack commands. If you do not hurry, the pilot will spot you and start shooting.



Hacking the second panel reveals the dish receiver. You must blow it to pieces. The attack chopper the soldiers called in is an obvious tool. However, there is sometimes

an attack chopper parked on the helipad to the north of the second control panel. Grapple to either chopper and then take to the skies over the dish.

If you grapple to the bird already in the air, watch out: soldiers may use the parked chopper to follow you into the sky.

**CAUTION**





Unload into the receiver sphere at the center of the dish. As soon as the sphere explodes, the mission ends.

There are two SAM batteries around the dish. When you take to the air, change altitude often and swerve left and right to avoid incoming missile attacks.

**CAUTION**



## Save the Forest

Baby Panay has invited an international logging company, Seabreeze, into Panau to cut down the trees at the Pelamat Forest. This is a sacred site to the Ular Boys, so the logging operation must be stopped. The plan is to infiltrate the site and wreck the industrial sawmills. Expect the foreman not to take this attack lightly; should the foreman respond, neutralize him.

## Strategy

**Location:** Seabreeze Sawmill

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part

Sri leaves behind an SMG and a Shimuzu Traceline ATV. The Seabreeze site is to the immediate north of the telephone, but you must first drive east to rendezvous with a cadre of Ular Boys ready to help you on this dangerous mission. When you see the Ular Boys, they start speeding toward the logging site. Follow them.



**TIP**

If you do not have any triggered explosives, buy them from the Black Market at the start of this mission.



There are three sawmill silos at the logging site. The Ular Boys will attack them one by one, starting with the silo closest to the logging site entrance. The Ular Boys will also assist in repelling the logging crew, which turns out to be heavily armed. While the Ular Boys engage the workers, zero in on the silo and destroy it. Your guns take a long time to chip away at the silo, but if you brought triggered explosives, you can wreck the silos in no time.

### LEGEND

- 1 Ular Boys Convoy
- 2 Seabreeze Logging





REAPERS • ROACHES • ULAR BOYS

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You can bring down each silo with two triggered explosives (unless you have poured a lot of upgrades into them, and then you may need only one).



Beware of snipers at the site. When you spot a red laser moving through the scene, follow it to the source and then pull the shooter to his death with the grappling hook.



Stay with the Ular Boys as you weave through the logging site and destroy the silos. The Ular Boys provide cover for you as you plant explosives. And with each wrecked silo, resistance grows stronger. So, stay with the pack so your combined firepower keeps the armed workers in check.

**TIP**

There is a medical kit next to each silo, hanging on a support pillar.



Sadly, by the time you reach the third silo, you may be flying solo. Use the pillars and fences as cover as you move toward the final silo, blasting through the workers. Get close

to the silo and throw your explosives, then shoot your way to a safe distance before setting off the bombs. The explosion from the silo blast will eliminate a lot of the workers guarding the silo.



Sri was right—the foreman is not going to take your attack lightly. The foreman breaks through a garage in the rear of the site in a tank! The foreman commands the mounted gun atop the tank. The tank circles the logging site, with the foreman looking everywhere for you. You must flank the tank and take the foreman out. Be warned: You cannot grapple the foreman out of the tank. You must target him while he is behind the guns, which means putting yourself in harm's way.



Use your parachute to slingshot above the site and follow the tank. The foreman is exposed from the air, making him an easy target.

**TIP**

If you still have triggered explosives, throw them at the tank and detonate them when the foreman rolls past. Each explosion seriously wounds him.



There is a way to breeze through this mission, but you need a Razorback tank, either stolen from a military base or bought through the Black Market. The Razorback's autocannon ruins each silo with just two shots. Inside the tank, you do not have to worry about the workers too much, but you should shell them when you spot them gathering in groups. The Razorback also cuts through the foreman's tank with just a few shots.



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# Fender Bender

A military lieutenant named Gusti has been hammering Ular Boys' assets in the Senjakala Islands in southwest Panau. Sri wants you to strike back against Gusti where it hurts: his prized collection of classic luxury cars. Gusti stores his cars at the Kem General Abidin military base, so expect serious resistance while targeting the collection.

## LEGEND

- 1 Car
- 2 Car
- 3 Car

## Strategy

**Location:** Kem General Abidin

**Rewards:** 7,500 Chaos, \$17,500, one weapon part, one vehicle part

Sri leaves you a crate of triggered explosives at the start of this mission to use on the general's car collection. None of the cars are armored, so a single bomb is enough to ruin each piece of the collection.

If you can purchase a Razorback from the Black Market, use it in this mission to blow up the cars with ease.

## TIP

*There is a mounted gun at the base entrance you can rip from its mount and use to clear out the site.*

The first car is just inside the base entrance, off to the left. The car is parked behind a warehouse, next to some cargo containers. There is a medical kit on the wall next to the cars as well as a weapon part in a small alcove.

## FENDER BENDER



The base is home to Colonel Awang Deris. The colonel is an easy kill if you attack the base with a tank or a chopper.

Steal one of the soldier's trucks and drive south to the next batch of classic cars. The cars are guarded by several soldiers. If you are in a vehicle, drive right through the soldiers protecting the cars. Hop out and plant your bomb, then back off and detonate. You can also nick a chopper from a helipad next to the cars, but beware of several SAM batteries at the base. There are so many that you may wish to just leave the chopper grounded for this mission and then use it as a getaway vehicle.



Slingshot through the air above the base to zero in on the third car, which is to the west.



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Taking Care of the Dishes • Save the Forest • **Be Quick or Be Dead**

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The third car is under an awning, making it tough to blast from the air. So, once you land, zigzag through the soldiers protecting the cars and either fill it with lead or launch a triggered explosive at the prize. Also be sure to pick up the armor part next to the cars. Once you've destroyed the final car, you can either escape from the base or stick around to obliterate fuel depots, an oil pipeline, and other assets in pursuit of 100 percent completion of the base.



Before going to the door to download the data, eliminate the shooter in the nearby guard tower.

## Be Quick or Be Dead

One of the Ular Boys' associates, Portuguese Pete, has been captured by government thugs. Normally, Sri would wash his hands of the situation at this point, but Pete was in possession of sensitive Ular Boys data. You must track Pete down at a harbor base in the southern Rajang River delta and retrieve the data before he is executed.

### Strategy

**Location:** Sungai Cerah

**Rewards:** 5,000 Chaos, \$10,000, one weapon part, one vehicle part



In addition to an SMG, Sri gifts you a Frisco Catshark S-38 speedboat. Jump in the boat to race to the Kem Port Rodrigo harbor base, where Pete is being held. As you drive to the base, Sri explains that Pete did what anybody would do when caught with contraband—he hid it. Up his...you know. You must download the data through the door of where Pete is held.



When you reach the harbor, grapple to a cargo container and slingshot toward Pete's holding cell.

Neutralize any soldier near the door so you can start the download uninterrupted.



After hacking the data connection, you must stand your ground until the transfer is complete. Stay near the door and watch the staircases leading to the rooftop. There is a staircase directly across from the door and two more to the left and right. Look for soldiers to attack in this order: forward, left, forward, left, right. If you run low on ammo, step out to pick up any dropped weapons, and use those against the incoming soldiers. Once the download is complete, leave Pete to his fate and explore the harbor for parts.



## BE QUICK OR BE DEAD



### LEGEND

**1** Kem Port Rodrigo Harbor



# CHALLENGES

## RACE FOR YOUR LIFE

Got your eye on that hot Sivirkin attack chopper in the Black Market, but you're short on funds? Well, you're in luck because although Panau is in the midst of a violent revolution, there is still plenty of time to enjoy a good race. Racing challenges crisscross the island, offering ample opportunity to collect cash purses that will help you keep the Black Market rolling in dough—and will keep you outfitted with the latest and greatest gear.

### Racing Challenges



Race challenges are contests in which you zoom from point A to point B. You don't race against a field of competitors but rather against the clock. To complete a race, you must pass through a series of checkpoints before time runs out. However, every checkpoint you pass through adds ten seconds to the clock, so as long as you regularly slide through the checkpoints, you are always in the game.

You must pass through every checkpoint to complete a challenge. There is an arrow inside each circle that points to the next checkpoint.



Every race challenge pays out \$20,000 if you complete it within the time limit. (There are now Chaos or parts awards for racing challenges.) There are a total of 75 race challenges. You unlock them as you expand factions' areas of influence around their established strongholds. There are four types of racing challenges: driving, flying, boating, and stunt. Each race is graded on a three-level difficulty scale, ranging from easy to hard.



To accept a race, you report to a checkered flag and interact with it just like the telephone you use to accept a Faction mission. With the exception of stunt challenges, where you base-jump through checkpoints, you are given a vehicle at the start of every race. However, you are not required to use the gifted vehicle. You may use any vehicle you like to complete the challenge. So, let's say you enter the Pulau Berapi Refinery Run. You are given a Stinger Dunebug 84 when you enter the race, but if you have a souped-up Titus ZJ, you are free to use that instead.

Accepting a race may gift you a vehicle, but you cannot just drive off with it and ignore the challenge. If you fail out of a race and choose not to retry it, you lose the vehicle and are transported to the nearest faction stronghold.



*You can start a race challenge while dealing with heat, but be prepared to dodge bullets while racing.*

### CAUTION

Most races are short and can be completed in just a few minutes. We have assembled a map that details all 75 challenges, including the difficulty of the race and what vehicle you are given at the start of the event. If the event is a stunt challenge, then no vehicle is listed.





# CHALLENGES MAP





# CHALLENGES

Map Location	Challenge Name	Race Type	Vehicle	Difficulty
1	Sawah River Sightseeing	Air	Peek Airhawk 225	Hard
2	The Cleavage	Air	N/A	Easy
3	Kepulauan Valley Run	Air	Peek Airhawk 225	Medium
4	Gunung Berbahaya Drop	Air	N/A	Easy
5	Gunung Merah Beach Race	Land	Stinger Dunebug 84	Medium
6	Gunung Raya Downhill	Land	Dalton N90	Medium
7	Island Hopping	Air	Pell Silverbolt 6	Medium
8	Highway to Heaven	Air	Pell Silverbolt 6	Hard
9	Selatan Bikini Run	Air	Peek Airhawk 225	Medium
10	Left for Death	Land	Stinger Dunebug 84	Medium
11	Gurun Canyon Run	Air	Peek Airhawk 225	Easy
12	Desert Dash	Air	Peek Airhawk 225	Easy
13	Jurang Rajang Crossing	Air	Peek Airhawk 225	Medium
14	Kampung Nur Cahaya Road	Land	Garret Traver-Z	Medium
15	Nipah Valley Roundabout	Air	Peek Airhawk 225	Hard
16	Dataran Tinggi Tour	Air	Cassius 192	Easy
17	Pelaut Highway Run	Land	Titus ZJ	Easy
18	Sawah County Crossing	Air	Peek Airhawk 225	Easy
19	Pan Milsat Run	Air	Peek Airhawk 225	Easy
20	Pulau Tasik Offroad	Land	Shimuzu Freerunner	Easy
21	Red Canyon Race	Land	Stinger Dunebug 84	Easy
22	Test of Kejantanan	Land	Stinger Dunebug 84	Medium
23	Baby's Cradle	Land	Shimuzu Freerunner	Medium
24	The Forbidden Coast	Land	SV-1007 Stonewall	Medium
25	Crossing Lanes	Land	Stinger Dunebug 84	Medium
26	The Centrifuge	Land	SV-1007 Stonewall	Hard
27	Panau International	Land	Titus ZJ	Medium
28	Berapi Island	Air	Peek Airhawk 225	Hard
29	Rajang Delta Flyby	Air	Pell Silverbolt 6	Medium
30	Rajang Highway	Land	Makoto MZ 250	Medium
31	Casino Finale	Air	Peek Airhawk 225	Hard
32	Slopes of Gunung Kudus	Land	SV-1007 Stonewall	Hard
33	Gunung Gila Pangkat Crossing	Air	Peek Airhawk 225	Easy
34	Gunung Kudus Slackcountry	Land	SV-1007 Stonewall	Medium
35	Frozen Hell	Land	SV-1007 Stonewall	Hard
36	Holy Diver	Air	N/A	Medium
37	Wet City	Sea	SnakeHead T20	Medium
38	Gila Pangkat Route	Land	Stinger Dunebug 84	Hard
39	Harbormaster	Air	Peek Airhawk 225	Easy
40	Ramai Rakyat Island Run	Sea	Kuang Adventure	Easy
41	Rajang River Run	Sea	SnakeHead T20	Easy
42	Rajang Delta Daredevil	Sea	SnakeHead T20	Hard
43	Port Rodrigo Return Ticket	Sea	SnakeHead T20	Medium

## Driving Challenges



There are more driving challenges in the list of 75 contests than any other event. Driving challenges are road races that take place all over Panau, from the streets of Panau City to the arid desert. When you accept a driving challenge, you are typically given an automobile appropriate for the challenge, such as a buggy with off-roading capabilities for a race that takes you across sand.



You just have to get through a checkpoint for it to count. The vehicle doesn't necessarily have to be right-side up.

### TIP

To shave seconds off race times, don't aim for the center of each checkpoint. If you get just under half of the vehicle through the checkpoint, it still counts.

## Flying Challenges



Flying challenges are air-based races through the skies above Panau. To complete flying challenges, you must successfully take off in the plane (not too difficult) and navigate through a series of checkpoints

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## RACE FOR YOUR LIFE

## Racing Challenges

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hanging in the air. As opposed to a road race, the checkpoints are at different altitudes, and as a race gets tougher, the checkpoints typically require precision flight paths to avoid missing a checkpoint—or slamming into the side of a building while attempting to reach it.

*Don't use a helicopter for flying challenges, as you may struggle to reach each checkpoint within the time frame, especially on hard races. Planes may be harder to maneuver, but they are universally faster.*

**CAUTION****Boating Challenges**

Boating challenges are the easiest of the four races, thanks to the fact that you are largely dealing with little traffic while skimming across the water at top speed. However, you are not always blasting through the open sea. Many boating challenges take place on rivers, and sometimes the waterway becomes quite narrow.

**TIP**

*Take shortcuts during boating challenges by “jumping” over narrow sandbars at full speed.*

**Stunt Challenges**

Without question, stunt challenges are the most difficult of the contests. To complete these events, you leap from a great height and then must dive through a series of checkpoints in the air without aid of a vehicle. You can deploy your parachute,

but doing so will throw you wildly off course. You just need to balance straightening out for daredevil speed and pulling back to slow your descent (and add a little horizontal to your trajectory).

**Getting to most stunt challenges requires flying, such as reaching the checkered flag of the Gunung Berbahaya Drop in the mountains high above central Panau.**



Map Location	Challenge Name	Race Type	Vehicle	Difficulty
44	Kejantanan Island Run	Sea	SnakeHead T20	Medium
45	Pulau Naga Powerboat Challenge	Sea	Kuang Adventure	Medium
46	Ketam Besar Trespass	Land	MV V880	Hard
47	Selatan Route	Land	Garret Traver-Z	Medium
48	Pulau Kait Speedrun	Land	Titus ZJ	Easy
49	PBC Plunge	Air	N/A	Medium
50	King of Kings	Air	N/A	Hard
51	Right up Your Alley	Land	Tuk-Tuk Laa	Medium
52	South City Speeding	Land	Titus ZJ	Medium
53	Downtown Highway	Land	Mancini Cavallo 1001	Easy
54	Financial District Frenzy	Land	Titus ZJ	Easy
55	Emergency Call	Land	Kenwall Heavy Rescue	Medium
56	Utara Bridge Insanity	Land	Mancini Cavallo 1001	Hard
57	Park District Bugrun	Land	Stinger Dunebug 84	Medium
58	Backstage Pass	Land	Tuk-Tuk Laa	Medium
59	Barat Bridge Insanity	Land	Titus ZJ	Hard
60	Backdoor Breaking	Land	Tuk-Tuk Laa	Medium
61	Kicked to the Curb	Land	SV-1003 Raider	Medium
62	Panau City Speed Freak	Land	Garret Traver-Z	Easy
63	Panau City Bridge Ballet	Air	Peek Airhawk 225	Hard
64	Panau City Park Challenge	Air	Peek Airhawk 225	Hard
65	Ace's High	Air	Peek Airhawk 225	Medium
66	Bridge of Death	Air	Peek Airhawk 225	Hard
67	Tangga ke Syurga Basejump	Air	N/A	Medium
68	Twin Dive	Air	N/A	Easy
69	Slingshot Galore	Air	N/A	Easy
70	Demam Tinggi Tower Jump	Air	N/A	Medium
71	Pulau Berapi Refinery Run	Land	Stinger Dunebug 84	Medium
72	Panau City Slingalong	Air	N/A	Easy
73	Burj Panau	Air	N/A	Hard
74	West Tanah Raya Highway Run	Land	Mancini Cavallo 1001	Medium
75	The Raya Race	Land	Mancini Cavallo 1001	Hard



# COLLECTIBLES

## FACTION PICK-UPS

While in the employ of each faction, you have the opportunity to curry additional favor by seeking out errant items on behalf of the leader. Each faction has 100 collectibles spread across Panau for a grand total of 300. The Reapers are seeking out Black Boxes, the Roaches are searching for Drug Drops, and the Ular Boys want you to find Skulls. To recover these items, just step over them—you do not need to transport them back to the faction headquarters.

Picking up a collectible rewards you with \$2,000 and 500 Chaos.

Collectibles appear with the Scorpio symbol above them, helping you pick the item out of a busy scene.



## Collectibles Checklists

Collectibles appear on your PDA map, but we have assembled the coordinates for all 300 collectibles and placed them in a checklist for you. If you are aiming for 100-percent completion of *Just Cause 2*, you must find all 300 collectibles, just as you must eliminate all government assets to generate insane amounts of Chaos and close in on that coveted 100-percent completion rate.

### TIP

You may still search for faction collections after completing the main missions. Mercenary mode allows you to still enjoy the Panau playground, just without any of the story-based missions.

## DRUG DROPS

✓	PDA Coordinates (x, y)
	21165, 8839
	27624, 13670
	29518, 17902
	27576, 19296
	24563, 18563
	26577, 28800
	24134, 31190
	21791, 29778

✓	PDA Coordinates (x, y)
	17529, 26542
	16721, 26471
	13409, 29929
	12037, 28204
	8323, 22186
	25373, 6285
	27546, 9879
	27922, 11204

✓	PDA Coordinates (x, y)
	28058, 11445
	24274, 25882
	21380, 22970
	19298, 26534
	18626, 26462
	17939, 25337
	18230, 23277
	18941, 21354
	19648, 8276
	3787, 31534
	2758, 31747
	4062, 31436
	21847, 19767
	19398, 7979
	23244, 17642
	23369, 17198
	9250, 6634
	30640, 13748
	29744, 14438
	29921, 13597
	30245, 14197
	15319, 25866
	15919, 4354
	20780, 9795
	21017, 9200
	21057, 9747
	24464, 14879
	24346, 14783
	25606, 17900
	21578, 19617
	21000, 6222
	20782, 5701
	18083, 14874
	9894, 12916
	14579, 11685
	14808, 10995
	11063, 10629
	9145, 8850
	8784, 9525
	9162, 10097
	10000, 10287
	9631, 12672

✓	PDA Coordinates (x, y)
	9181, 11061
	8262, 19662
	3984, 20326
	8871, 13268
	5724, 13269
	6664, 13268
	5745, 13438
	5826, 12682
	4536, 15205
	6374, 14054
	4870, 15476
	4156, 15817
	3031, 15320
	3104, 12182
	3518, 12499
	3939, 12192
	4064, 11660
	3643, 12040
	3585, 12098
	3769, 11775
	3578, 12281
	3887, 12473
	3720, 11880
	3588, 12005
	3520, 11165
	3684, 12247
	4359, 15834
	4749, 15748
	4894, 15721
	4846, 15639
	4494, 15812
	4195, 15835
	3193, 15387
	3123, 14993
	2789, 14972
	3581, 15505
	4283, 15679
	3399, 15481
	3950, 14809
	3801, 15469
	4370, 15733
	4325, 15096



# FACTION PICK-UPS Collectibles Checklists

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## SKULLS

✓	PDA Coordinates (x, y)
	22465, 11595
	20632, 14275
	20064, 24417
	20471, 26026
	22133, 29326
	15178, 22672
	14595, 22653
	12767, 19197
	10666, 23048
	8247, 23357
	14096, 7920
	11595, 8135
	9922, 7591
	14674, 9593
	18353, 11009
	21585, 16660
	22555, 17691
	29532, 13060
	28920, 14955
	27907, 15896
	21144, 21342
	12057, 23386
	7862, 24194
	6847, 19943
	6175, 21596
	27234, 12552
	24504, 16206
	26754, 13446
	28286, 13818
	25625, 15580
	27074, 18683
	11391, 5578
	26305, 19021
	18498, 22698
	18238, 23784
	18215, 25413
	13369, 29533
	10444, 28355
	5047, 31723
	21541, 20267
	10518, 20564
	2241, 30018
	10511, 21675
	1680, 28513
	4883, 25985
	18067, 7629
	26695, 10543
	28289, 8302
	3866, 23418
	2004, 22452

✓	PDA Coordinates (x, y)
	23953, 30976
	25492, 27669
	23523, 25841
	20635, 23156
	22010, 23120
	16079, 23870
	11543, 24787
	4412, 26991
	9180, 10318
	3981, 19370
	5685, 19136
	4987, 25227
	11504, 24372
	8748, 25851
	16814, 16494
	21080, 11025
	19034, 8724
	23609, 8823
	18953, 7095
	19871, 7611
	26416, 6454
	24270, 10976
	16491, 10344
	17181, 7109
	12690, 7757
	25991, 29407
	26235, 24871
	17588, 28367
	14007, 30601
	14366, 27352
	14137, 26980
	9131, 22705
	4817, 21549
	3287, 20901
	10539, 17155
	25636, 13495
	21404, 18261
	20282, 18019
	20536, 16709
	16313, 10242
	20544, 11835
	21933, 13664
	21813, 7006
	18275, 2282
	15174, 5881
	14218, 5594
	9459, 5625
	10366, 6682
	23605, 3139
	11278, 2145

## BLACK BOXES

✓	PDA Coordinates (x, y)
	27968, 11114
	22280, 4750
	14556, 11786
	9522, 15478
	2608, 28076
	899, 30088
	3374, 31230
	20491, 26850
	18108, 25322
	20694, 25203
	23984, 29410
	24716, 26099
	25751, 24121
	28008, 12399
	29221, 8886
	24960, 5231
	21947, 847
	21085, 2346
	16376, 21303
	11603, 16096
	11923, 19843
	15708, 20885
	12887, 11549
	7706, 8233
	9077, 10587
	3182, 19829
	3573, 19492
	6106, 18717
	8654, 18746
	8415, 22079
	5299, 27112
	5502, 28048
	11722, 28254
	14185, 26302
	16239, 26663
	16009, 28151
	17566, 29480
	18559, 29302
	21186, 28724
	30788, 17244
	30738, 17563
	30393, 18682
	30107, 19756
	29446, 20234
	27495, 20841
	25804, 20869
	25036, 20246
	23144, 21851
	22434, 22509
	1558, 30232

✓	PDA Coordinates (x, y)
	5643, 31646
	13023, 29712
	15381, 24734
	17652, 23264
	22804, 31852
	24523, 31551
	26586, 31601
	26130, 26037
	30733, 16707
	31015, 13659
	1518, 15793
	2592, 12730
	6184, 17034
	10163, 16871
	11227, 16180
	10731, 17054
	9078, 6767
	5610, 9989
	10684, 1970
	2555, 20670
	25386, 7400
	27252, 8700
	18399, 2147
	18495, 3653
	7262, 8965
	25328, 27520
	26863, 29355
	24454, 24760
	19830, 22789
	18974, 26607
	3865, 30594
	8989, 29354
	3659, 24850
	2384, 21996
	29619, 11771
	17063, 20349
	18256, 20943
	12779, 30926
	9240, 22741
	14124, 19144
	7797, 13848
	10470, 12543
	4265, 8851
	27337, 10799
	30088, 5610
	23043, 4553
	15055, 3060
	11335, 2152
	9271, 6314
	12630, 2333



# ACHIEVEMENTS AND TROPHIES

## EYES ON THE PRIZE

As you play *Just Cause 2*, you rack up dozens of in-game statistics, such as the number of generators destroyed, the number of enemies killed, and the number of kilometers driven. These statistics and more—such as how many (and which) missions you have completed—count toward the collection of achievements or trophies, depending on your respective console. This chapter details all of the achievements for earning a perfect score, and we provide tips and tricks for getting some of the harder awards.

### Achievements and Trophies Collection

Name	Description	Xbox 360 Gamerscore	PLAYSTATION 3 Trophies
Welcome to Panau	Complete Welcome to Panau Agency mission on any difficulty.	10	Bronze
Casino Bust	Complete Casino Bust Agency mission on any difficulty.	20	Bronze
The White Tiger	Complete White Tiger Agency mission on any difficulty.	30	Bronze
Mountain Rescue	Complete Mountain Rescue Agency mission on any difficulty.	40	Bronze
Three Kings	Complete Three Kings Agency mission on any difficulty.	50	Silver
Into the Den	Complete Into the Den Agency mission on any difficulty.	60	Silver
A Just Cause	Complete A Just Cause Agency mission on any difficulty.	70	Gold
Top Agent	Complete the game on Normal difficulty.	20	Bronze
Heroic Agent	Complete the game on Hard difficulty. Also gives you the bonus for Normal difficulty.	30	Silver
Legendary Agent	Complete the game on Extreme difficulty. Also gives you the bonus for Hard and Normal difficulties.	40	Gold
Gaining a Foothold	Complete 3 Stronghold Takeover missions.	10	Bronze
Conqueror of Panau	Complete all 9 Stronghold Takeover missions.	20	Silver
A Trusted Ally	Complete all 49 faction missions.	20	Gold
First Taste of Chaos	Cause chaos for the first time.	10	Bronze
Saboteur	Complete 100 sabotages by destroying government assets such as fuel depots and broadcast towers.	10	Bronze
Destroyer	Complete 500 sabotages by destroying government assets such as fuel depots and broadcast towers.	20	Bronze
Professional Hitman	Assassinate 25 colonels.	20	Bronze
Up to the Challenge 1	Complete 10 racing challenges.	10	Bronze
Up to the Challenge 2	Complete 50 racing challenges.	20	Bronze
Finders Keepers	Collect 50 resource items, such as weapons parts.	25	Bronze
Leaving No Rock Unturned	Collect 500 resource items, such as weapons parts.	15	Bronze
Faction Benefactor	Collect 100 faction items, such as skulls or drug drops.	20	Bronze
Globetrotter	Discover 100 locations on the island, such as settlements or bases.	20	Bronze



## EYES ON THE PRIZE

## Subsidiaries and Trophies Collection

JUST CAUSE 2™ PRIMA OFFICIAL STRATEGY GUIDE

Name	Description	Xbox 360 Gamerscore	PLAYSTATION 3 Trophies
Freeroamer 1	Reach 100% complete in 15 locations.	10	Bronze
Freeroamer 2	Reach 100% complete in 75 locations.	20	Silver
Body Count	Kill 500 enemies.	15	Bronze
Unarmed and Dangerous	Kill 50 enemies using melee attacks.	15	Bronze
Gravity Is a Bitch!	Kill 15 enemies by making them fall to their deaths.	15	Bronze
Follow Me!	Kill 15 enemies by dragging them behind a vehicle with the grappling hook.	15	Bronze
Hang 'em High!	Kill 15 enemies while they're suspended in the air (Hang Kill) with the grappling hook.	15	Bronze
Wrecking Ball	Kill 5 enemies by smashing them with an object tethered to your vehicle (Wrecking Ball Kill) with the grappling hook.	15	Bronze
Pinata Party	Kill 5 enemies with the melee attack while they're suspended with the grappling hook (Pinata Kill).	15	Bronze
Juggler	Kill 15 enemies while they're falling through the air (Juggle Kill).	15	Bronze
Road Rage	Kill 50 enemies by mowing them down with vehicles (Road Kills).	10	Bronze
Marksman	Kill 50 enemies with headshots.	15	Bronze
Killing Frenzy	Kill 20 enemies in 60 seconds.	20	Bronze
Invincible Warrior	Kill 40 enemies in a row with personal weapons (guns, explosives) without losing health.	20	Bronze
Destruction Frenzy	Destroy 25 objects in 60 seconds.	20	Bronze
Test Driver	Drive 30 different vehicles.	10	Bronze
Trying Everything Once	Drive 104 different vehicles—land, sea, or air.	25	Bronze
Road Trip	Travel 75 kilometers in a car.	25	Bronze
Please Step out of the Vehicle	Hijack 50 enemy vehicles.	10	Bronze
Stunt Driver	Get 100 Stunt Driver points.	10	Bronze
Halfway There	Complete 50% of the game in Normal or Mercenary mode.	25	Bronze
Parachute Climber	Bronze	10	Bronze
I Believe I Can Fly	Base jump 1,000 meters.	10	Bronze
Bridge Limbo	Pass under 30 different bridges in Panau.	20	Bronze
Stunt Flyer	Fly an airplane close to the ground for 30 seconds.	10	Bronze
Perfectionist	Complete 75% of the game in Normal or Mercenary mode.	25	Bronze
Bronze	Stand on foot at the highest point of Panau.	10	Bronze
Going for Gold	Get all the gold trophies.	N/A	Platinum

## Professional Hitman

There are 50 colonels in Panau who you can eliminate for cash bounties and Chaos increases. To earn this award, you must eliminate half of them.

Use the chart of colonel locations in Chapter 5, Exploring Panau, to track down your targets. Now, neutralizing colonels is tough because they



are typically surrounded by grunts (and even elites in some cases), and they wear strong armor that absorbs a lot of damage. The key to eliminating colonels without hassle is to go in with overwhelming firepower, such as a rocket launcher or fully upgraded triggered explosives. You can also simplify the assassination by using a heavy-duty attack vehicle, such as a Razorback tank or a Sivirkin 15 Havoc chopper, complete with miniguns and rockets.



## Finders Keepers/Leaving No Rock Unturned

Finders Keepers and Leaving No Rock Unturned require a keen eye for weapons and vehicle parts. Your radar flashes when you are near these pick-ups, but if you flip to Chapter 5,

Exploring Panau, you can use our chart of all part locations to bank these awards in no time. Plus, as you earn these awards, you can rapidly upgrade your weapons and vehicles, which makes completing missions much easier.



## Hang 'em High/Pinata Party



To earn this award, you must grapple an enemy to a ceiling. While your foe is helplessly suspended in the air, you can either shoot them to earn Hang Kills or beat them with your grappling hook to bank Pinata Kills. You need to rack up 15 of each kill to earn these awards.

## Wrecking Ball



This is a fun award to pursue, and you can even notch a few kills toward it while on faction missions, where you must transport the head of a Baby Panay statue (i.e., "O Panay Redentor" or "Head of State," both Roaches missions). To earn the kills needed for this award, called Wrecking Ball Kills, you need to swing a

dragged object into enemies. Dual-hook an object like a statue head to your vehicle and then make wide turns near soldiers to bowl them over.

## Juggler/Gravity Is a Bitch



Juggle Kills are kills where you eliminate an enemy while they are in midair, which is different from a Fall Kill (for the Gravity Is a Bitch award). Fall Kills are about pulling enemies out of high places like a guard tower so they slam into the pavement. Juggle Kills are where you yank an enemy off his feet from a lower height and then blast him as he's in the air. Usually you need a powerful one-shot kill weapon like the sawed-off shotgun to complete these kills.

## Trying Everything Once

To earn this award, you must drive 104 unique vehicles. The game keeps constant tabs on this statistic as you play, displaying the current number near your radar. The best way to earn this award is to work your way through the faction missions, where you will be around a lot



of different rides, and to explore the large cities (Panau City, for example) and bases to try out everything with wheels or wings. And when you are near water, grapple out to boats of all shapes and sizes to notch those vehicles on your overall count.



## I Believe I Can Fly



This is a fun one. To accomplish this reward, you must jump off a tall building and not pull your parachute until you have fallen over 1,000 meters. As you fall, a counter near your radar displays the number of meters dropped in increments of 100. A good place to earn this award in the casino. Leap off the side of the casino, facing away from the cliff, and speed toward the ground at a diagonal. If you straighten out and go straight down, you won't reach the 1,000-meter goal.

## Bridge Limbo



Whenever you have time, visit an airstrip or order up a plane from the Black Market and take a joyride. To earn this award, you must fly your plane under 30 different bridges around Panau. You cannot just go under the same bridge over and over. To start notching those bridges, fly along the rivers and stay low to safely pass under them.

## Stunt Driver

Whenever you perform a daredevil maneuver in a land-based vehicle, you earn a Stunt Driver point. There are many ways to start banking these points, such



as weaving through traffic on a motorcycle at top speed while leaning within a hairsbreadth from another car or driving off a ramp at a high speed.

## Stunt Flyer



The Stunt Flyer award is a tough one to bank, because flying near the ground for five seconds is risky enough, much less doing the same thing for 30 seconds. However, it can be done if you are careful about keeping the craft steady over relatively even ground. Try out the desert in southwest Panau for relatively even ground.

## Top of the World



When you started *Just Cause 2*, you dropped into Panau's snow-frosted central mountains. Return to those mountains in a plane or chopper and jump out near the peak. Parachute down to the mountainside and grapple to the very top to look out over Panau and register this award.